

TO BREAK A TYRANT'S CHAINS

**NEO-GUERRILLA TECHNIQUES
FOR COMBAT**



DUNCAN LONG

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*TO BREAK A TYRANT'S CHAINS: NEO-GUERRILLA
TECHNIQUES FOR COMBAT*

by Duncan Long

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ABOUT THE AUTHOR

Duncan Long is internationally recognized as a firearms expert, with over thirty books currently in print. He has written numerous magazine articles for the **Journal of Civil Defense, Action Digest, Guns & Action, Gun Digest, Firepower, and American Survival Guide**. In addition to his non-fiction writing, Long has authored a science fiction novel, **Anti-Gray Unlimited** (with Avon Books) and the **Night Stalkers** action/adventure series (with Harper Paperbacks).

The author was born in 1949, and now resides with his wife and two children in Eastern Kansas. Long spent nine years teaching in public schools and has also worked as a rock musician, proprietor of a mail-order business, youth director, and mail carrier, among other things. Currently he spends most of his working schedule writing, editing, and researching books and his hobbies include target shooting, gunsmithing, and watching movies.

WARNING:

All technical data presented here, particularly technical data on ammunition and military weapons as well as their use, adjustment, and alteration inevitably reflects the author's individual beliefs and experience with particular firearms, equipment, and components under specific circumstances which the reader cannot duplicate exactly. Therefore the information in this book should be used for guidance only and approached with great caution. Neither the author nor the publisher assumes any responsibility for the use or misuse of information contained in this book.

The Dangers — and a Way to Defend Freedom

We live in an glorious age of plenty. In the West, the standard of living is better than royalty enjoyed just generations ago. Cars, TVs, and other gadgets have made travel and entertainment accessible to the common man as never before.

Yet ours is also an age when whole nations can face starvation due to "government planning." And tranquil, peaceful environments can erupt in moments to become full-scale battlefields. Governments can change with little warning from benevolent democracies to despotic tyrannies. With these sudden changes, drugs, torture, threats, and electronic eavesdropping can strip citizens — anywhere in the world — of their most basic rights and turn them into slaves. Sitting complacently enjoying the sights is not a wise way to face such a world. The prudent stay alert and are ready to "jump out of the way" if danger comes their way.

While there were "scares" during WWII, Americans haven't had to worry about starvation or enemy invasions over the last century. Worrying that Russians might "come to visit" in a RED DAWN style takeover or that our Constitution might be thrown out because it was no longer "up to date" would have seemed ludicrous. It still is . . . But it may not be for long.

Things may be a lot more dangerous than they seem, too. The Soviets have finally learned how to manipulate Western media. Officials of the USSR now smile and joke on the camera. They're "just like us" when they appear on the tube.

Polls in mid-1989 showed that Mikhail Gorbachev would have won an election to head West Germany if he'd run for the office (pretty good for a KGB member who was making dissidents "disappear" not that long ago). And now, when the USSR simply promises to pull back missiles and troops, NATO volunteers to dismantle or put off developing whole families of weapons.

But the facts are chilling. As of mid-1989, the Soviets have continued to produce weapons of all types as fast as they can. Soviet Civil Defense spending (for a nuclear conflict that Russian officials tell American TV viewers "everyone knows can't be won") hit \$14.40 per citizen in 1987. That same year, the US spent less than 60 cents per citizen. It isn't hard to see where the past few decades of this trend has left the US and USSR in terms of protecting their citizens. Too, the Soviets appear to be ahead of us in their manned space program;

many think they have working "Star Wars" anti-missile systems in place.

The Soviet military buildup has been costly. And despite his popularity at home and abroad, Gorbachev has not been able to jack up the crumbling Soviet economy.

This is to be expected; in addition to failing to provide their citizens with the most basic of freedoms, communist and fascist government also manage to wreck their economies through bureaucratic blunders. The danger is that, historically, such regimes don't exit gracefully. They try to stir up wars to distract their people from problems at home and to gain new resources by usurping neighbor's resources. So, having the USSR in bad economic condition doesn't bode well for world peace, especially if NATO should weaken its resolve.

Given their strong CD and military positions, it's even conceivable that the Soviets could win a nuclear war by simply threatening the US with an attack; the US might be forced to surrender due to our poor, nearly non-existent defenses. (A joke is currently making its rounds in some areas of our government. It goes like this: "How could you tell if the USSR secretly took over the US Government? Answer, we would be selling wheat to the Soviets at below market prices, the US would ignore Russian anti-missile systems and stall its SDI program, and there would be a concerted effort to disarm the American public. . . Hey, do you suppose. . . ?" Hopefully this is ONLY a joke. But it isn't hard to see what is in the offing if present trends continue.)

On the financial front, the West continues to help faltering communist economies. Loans of money and gifts of technology also occur, often undermining our security in the process. These gifts are usually inspired by communist rhetoric about democracy or when dictatorships free a few dissidents from prisons. Yet the West doesn't seem to catch on; Soviet troops invaded Afghanistan — riding in Ford trucks. Only when Chinese leaders blatantly order troops to mow down thousands of pro-democracy demonstrators in Tiananmen Square do we threaten to quit giving the communist military our weapons technology.

Communist and right-wing dictators have learned that talking about freedom, human rights, and disarmament is all that needs to be done to satisfy the West. That's normally all that's seen. Talk and no actions.

So the West continues to give and give and refuses to learn. Time and again we watch free men rounded up and killed by communist and right-wing dictators worldwide. Hitler and Stalin each killed millions of citizens. Their modern equivalents persist in doing likewise. The Nicaraguans wipe out the Mosquito Indian tribes, the Soviets wage a genocidal slaughter in Afghanistan, the Cambodians slay millions, Libya openly offers to buy a nuclear weapon from anyone

who'll sell it, Iran takes hostages without fear of reprisals, China kills thousands in front of Western news cameras . . . On and on it goes.

The results?

Usually far from hopeful. All too often our news people and leaders are critical of relatively minor incidents (though certainly of concern) in South Africa or Israel, while ignoring the atrocities being committed by powerful totalitarian bureaucracies.

How long can the West continue to do so little about such grave threats to our freedom? And how long can these countries exploit and ruin their economies before they start thinking about biting off chunks of the few free countries around them, or even areas belonging to the US?

On the US home front, things aren't too rosy, either. The "war on drugs" has been fought for the most part by the incompetent doing too little too late. This "war" should have started in the 1960s but our government refused to address it more than superficially until over 20 years too late. When action finally is taken, interdepartmental rivalries give the appearance that the "war" is being waged by the Keystone Kops. Perhaps worst of all, the anti-crime and anti-drug efforts of the Federal and state administrations have opened a Pandora's box of legislation supposedly designed to stop criminals — legislation that also can be used to curtail various Constitution rights.

Freedom from unreasonable searches, and the right to own firearms for self protection, has already been greatly undermined. Wire taps are now more liberally given, and there is talk that the right to privacy (which unfortunately was not specifically spelled out in the Constitution) should be infringed upon to be sure the populace isn't engaged in criminal activities. With such thinking, Big Brother may not be far away. We have entered an age in which computers will enable bureaucrats to keep track of our every waking moment. Many politicians seem to desire to do just that.

At the time of this writing, US citizens in some areas of the country have already lost some or all of their rights to own firearms. This leaves them defenseless. They can't protect themselves adequately from criminals — or abusive government officials or a foreign attack. If this trend continues — and there are large segments of elitists in our country trying to shove it forward — another of our constitutional rights will be gone. This doesn't bode well from a historic sense: No democracy or republic has ever survived after disarming itself. It seems entirely possible that freedoms now enjoyed could one day end, if current trends continue.

So, today it isn't too far-fetched to believe that we might one day face an overbearing puppet government created by powers outside the US (be they Soviet, Chinese, Japanese, or whoever). It seems equally possible that some of our political leaders might just as easi-

ly create this type of bureaucracy in their efforts to “protect us from ourselves.”

If this should occur, can you take on the corrupt police and military powers to emancipate yourself? Is it possible for one person to make any difference?

The answer is that one person CAN do much to win back freedoms that have been lost. Many determined persons might swing a change in government — or even prevent it from happening in the first place.

Farfetched?

Much the same thing happened in the American Revolutionary War. A handful of “revolutionaries” started the battle. But once a movement starts, those wanting liberty — whether Americans, Poles, or Chinese — start taking action to win their independence.

As we’ve seen in Hungary, Poland, and China, those wanting freedom can’t get it by simply marching. They soon end in jail; passive resistance like that practiced by Mohandas Karamchand Gandhi, or by the civil rights movement in the US, works only IF governmental leaders are basically moral people to start with. And even with such leaders, it may be necessary to take potshots at the British redcoats — or whoever the current troops may be.

Karl von Clausewitz observed in his book, *ON WAR*, “Kindhearted people might think there was some ingenious way to disarm or defeat an enemy without too much bloodshed . . . pleasant as it sounds, it is a fallacy that must be exposed . . .” The only sure way for a small, poorly armed group to win its liberty is to engage in an effective guerrilla operation. Freedom from tyrants isn’t ultimately won with sit-down strikes or thoughtful words; it’s won with sweat and blood and bullets.

Guerrilla warfare has changed over the last few decades, just as the modern battlefield has, with the introduction of new weapons and tactics. The old idea of guerrilla warfare was based on keeping freedom fighters dependant on outside help. Part of this is a matter of logistics since guerrillas often came from a poor, oppressed population that had nothing. But much of it was also a matter of keeping the “new regimes” beholden to the powers helping them. Freedom fighters often find they have outstanding “I.O.U.s” after their battle for emancipation. Too, the old-fashioned guerrilla resistance was also based on the premise that the local populations will aid and shelter the guerrillas.

If the US is one of the last great hopes for freedom — and it falls — where would you receive help for your struggle to free it? Would you be doomed to failure if there was no sympathetic outside government willing to help you fight for liberty?

In fact, this isn’t true.

There are several reasons for this. One is that today’s affluency

in the West has produced a higher standard of living than has ever been known before in history. Even the very poor in the US live better than the average person did a century ago. For those in the middle class, it's easy to purchase non-essentials. Most of us engage in expensive sports, or other hobbies, have a wealth of clothing in bulging closets, and — though we may be in the red on paper — live well in reality.

The big plus of this situation is that this affluence allows you — and others like you — to purchase supplies for your own guerrilla movement if you wish to do so. Rather than buying and sending the supplies to the battlefield, you can ship them — over time — to yourself. You can store your supplies for the bad times which may come. Thus we find, perhaps the first time in history, that freedom fighters are able to stockpile supplies for their own operations. In effect, would-be freedom fighters in the US can lift themselves by their bootstraps without outside support. This must certainly mark the beginning of a new type of guerrilla. A "neo-guerrilla," if you will.

When operating as a neo-guerrilla, you'll enjoy many of the edges past freedom fighters have had. The presence of foreign or government troops does little to curtail your guerrilla activity, and — because the troops may mistake innocent citizens for guerrillas — the soldiers may actually take actions which cause neutral citizens to side with your fight for freedom. This will be especially true of foreign troops who can't speak English well, know little of our culture, and look upon all Americans as "being alike." These soldiers would do little to destroy a neo-guerrilla movement.

As a neo-guerrilla, you can also have benefits not enjoyed by conventional freedom fighters. According to the "revolutionary teachings" of past guerrillas, as well as many experts, a freedom fighter's operations are viable only if a certain percentage — often 10 percent or more — of the people are interested in actively engaging in combat. But this doesn't apply to the neo-guerrilla.

The reason for the need of a critical percentage of unskilled fighters to do any real damage to a government, in the past, was that the guerrillas couldn't raise food and fight at the same time. One small percentage fought while a larger percentage eked out the support for themselves and the fighters. But this isn't necessarily valid with a neo-guerrilla movement. Our higher standard of living allows one person to feed himself and still have time and money left over. (The discovery of Japanese soldiers who have been hiding in the Philippine jungles decades after WWII was over also suggests that proper know-how and survival skills can enable a guerrilla to survive in an area with NO outside help, NO cash or supplies, and NO hi-tech equipment.)

Modern machinery also makes it possible for one to do the work

of many. By the same token, modern weapons, technology, and training can greatly enhance the ability of a much smaller percentage of a population to wage a successful guerrilla campaign against a totalitarian government. The technology that makes Big Brother possible also becomes the despot's Achilles heel.

This has broad implications.

Think about the havoc caused by just one well-placed sniper's shot. Quality hunting weapons that have mass-produced accuracy unheard of thirty years ago are readily available in our affluent country. Some practice on a rifle range will give a future guerrilla skills that aren't normally seen on the battlefields. It's not unreasonable to think that a handful of TRAINED men with firearms could actually topple a tyrant.

Imagine the damage one neo-guerrilla "computer hacker" might do to Big Brother. One neo-guerrilla working for an oppressor's equivalent of the IRS could shut down the government or divert unlimited wealth into the bank accounts of others in the guerrilla movement. And one disgruntled worker in a powerplant could throw the switch that would stop Big Brother's computers altogether.

So, the ten percent figure is correct IF the guerrilla fighters are untrained peasants. In the 20th Century, the population of the US is capable of obtaining high levels of skills in fighting and in obtaining the information on engaging in guerrilla warfare BEFORE the actual conflict. It's likely that the percentage of the population needed, and the potential damage each fighter is capable of, must certainly swing in the favor of such self-trained resistance fighters.

Likewise, in a culture capable of having time for recreation and hobbies, it should also be possible for a freedom fighter to engage in neo-guerrilla activities much as he or she would pursue a hobby. Only this "hobby" would be deadly serious. In fact, it's not inconceivable that a neo-guerrilla might make the transition into the period following the takeover of the US by a despot without problem. At the risk of sounding simplistic, it may be that the time of the comic book "caped crusader" — who's a "normal guy" during the day and a masked defender of liberty and justice during the night — may soon be upon us.

Adding to the capability of modern trained neo-guerrillas to wreck havoc is society's interwoven fabric. Various cultures intertwine into a very complex structures worldwide. This interdependency means that one crisis can start patterns that make the fabric stretch from top to bottom — or unravel if things get out of hand. A Mid-eastern oil crisis — or just the rumor of one — can cause an oil panic in the US. A boycott in a nation can effect a population on the other side of the world. A 30-cent relay's failure plunges a megalopolis into darkness.

By the same token, one person with technical knowledge could cause unbelievable damage. This could be “low-tech”; bombs destroying the connecting points in a power grid or the like. It could also be hi-tech; for example, hacking at a news computer to plant disruptive stories of disaster, or rumors of official corruption, either of which could topple an unstable government. Again, the damage potential of just one determined neo-guerrilla has increased beyond what is possible in a primitive culture.

Of course no one knows what the future holds.

We can hope that the US, or even the whole world, will be a noble place to live during the next few decades. The promises of new medical advances, computerized machinery, and greater productivity might bring about a near utopia. But it is also possible that we may see a world of hostilities or a planet ruled by Big Brother. No one knows. Right now, things could go either way in the US and Europe as well as much of the Pacific.

This brings us to the second point of this book.

The tactics and techniques included here are being written as a way to push things toward the “utopia” scale of things. This book is a sort of “life insurance policy” that, by simply being available to the public and sitting on bookshelves all around the world, will help to warn would-be dictators of what they will face if they try to take away our freedoms. As the founding fathers of the US knew, giving the public the knowledge and tools necessary to topple a government makes it less apt to become overbearing. This knowledge and skill will protect you and help keep things from coming unglued.

Your ability to wage a neo-guerrilla war is thus a two-edged sword. One edge will help to prevent the erosion of our rights and the other can fight tyranny should it befall our civilization.

You’ll find that the preparations and time needed to gain such skills aren’t excessive. If you already possess a few firearms and know how to shoot, it’s merely a matter of gaining some basic knowledge and reviewing it from time to time. This will give you the ability to protect yourself from a despotic tyrant.

In the meantime, there are several weaknesses in the idea of a neo-guerrilla movement that any would-be freedom fighter should be aware of.

One is that head-on confrontations between guerrilla fighters and trained troops generally spell defeat for the guerrillas or — at least — heavy losses. This has always been true. It was so during the Korean War and Vietnam. It remains true in the Philippines and Afghanistan. It’s true at all levels of fighting from squad on to battalion-sized conflicts. Guerrilla fighters must use better tactics, ambushes, sabotage, and surprise in order to prevail. They must avoid, at all costs, head-on confrontations.

If head-on confrontations are avoided, guerrillas can be highly successful. Vietnam is not an example of guerrilla success (rather it serves as a reminder of US and South Vietnam failure since their civilian populations were not fully committed nor were the operations run efficiently). But the Afghanistan guerrilla movement that battled the Soviet troops does serve as a good example of what is — and isn't — practical.

While the Afghan freedom fighters did get outside help from China and the US, this was only in the form of small arms early on and — finally — in the form of Stinger missiles (which enabled them to fight aircraft). The Afghan rebels also enjoyed rugged terrain that made travel by mechanized vehicles difficult.

The rebels were initially armed with outdated black-powder and bolt-action rifles. The Mujahideen were not skilled at modern combat; they knew nothing about camouflage and operated as separate bands rather than large groups (this latter point may be more of a plus than minus since it kept them away from head-on conflicts). The Afghans had no familiarity with modern electrical equipment, vehicles, or weapons technology for the most part.

During the Afghanistan War, the Soviets pulled no punches. They used poison gases and a scorched earth policy. Russian troops committed atrocities — apparently with official blessings. Troops went into villages and often crushed suspected guerrilla sympathizers under tanks. Soviet planes dropped mines disguised as toys along routes taken by refugees so children would be maimed or killed, thus thwarting their becoming fighters in the near future. Russian soldiers burnt crops and leveled whole villages.

The Soviets also enjoyed a “next door” location for their battles. They faced no long supply lines. While the US had to ship men and supplies halfway around the world for both the Korean and Vietnam Wars, the Soviets had simply to cross their border to drive or fly into Afghanistan.

Almost everything was in the Soviet's favor. The US CIA in study after study told Presidents Carter and Reagan the same thing: the Afghan fighters would lose.

Instead, the USSR failed to win. The disenchantment and cost of the war seems to have done much to shake the steadiness of the Soviet economy and political feelings at home. Possibly the conflict caused a reduced expansionist fervor among the leaders in the Kremlin.

At the time of this writing, in the aftermath of the initial Soviet “pull out,” we see that guerrilla fighters do poorly in head-on conflicts. The Afghan freedom fighters have had trouble striking any decisive “knock-out punch” to the puppet government left behind by the Soviets. It seems unlikely that a neo-guerrilla force could do any bet-

ter in future wars.

While it's hardly fair to second-guess the Afghan freedom fighters, it's credible that a better route toward fighting the puppet government might have been simply to continue the hit-and-run tactics which had been successful against the Soviets. Such a route would have proven less costly in terms of human lives over the long run as well — though the waste and expense of a communist administration remaining in power also exacts other costs in suffering and starvation, such as when crop failures occur.

In this type of war, time will eventually take a toll upon a despotic government. Guerrillas — especially neo-guerrillas — are cheaper to “field” than are troops and expensive equipment. Therefore, time is on a guerrilla movement's side if battlefield confrontations are avoided, and the guerrillas simply draw occupation troops out, thus causing the expenses in manpower and supplies to become too great for a puppet government to sustain.

As seen in Afghanistan and elsewhere, there is another area where guerrilla fighters have a distinct edge. The guerrillas usually are battling on “home turf.” They know the ins and outs of the area, the “hiding places,” and the inhabitants. Unlike “the invaders,” the guerrilla fighter will know the people and may be able to get in touch with sympathizers when battling occupational troops (though this can be dangerous). This knowledge of the area and inhabitants can be important.

If the guerrilla knows the area, it is exactly the opposite for an invader or occupational force. Troops don't know if those welcoming them are friends — or enemies wearing smiling masks. They don't know whether the food and water offered to them is pure — or poisoned. They don't know if accidents and equipment failure are as they appear — or sabotage. This exacts a great price over time in the form of added stress to troops. It also adds up in the mistakes and illness that such stress can trigger in soldiers and leaders. (And a good resistance movement promotes and enlarges upon this stress as time goes on.)

Of course, being a guerrilla is not without its stress. Failure to avoid detection or capture means not only death, but torture and perhaps retribution upon family, friends, or community. Guerrilla warfare of any type is not a game. A neo-guerrilla action should not be entered into lightly.

The neo-guerrilla technique is a solution to the problem of a loss of liberty. As such, engaging in preparing to be a neo-guerrilla is a small price to pay to remain free — or to win back your freedom.

It's my hope that the fact that such methods simply exist will serve as a deterrent to those who would rob us of our freedom. For — while freedom must often be purchased with brave men's blood — preser-

ving it is often simply a matter of standing up to bullies and showing that they will be brought low if they ever try to conquer their intended victims. Learn these techniques so that would-be despots, would-be attacking countries, or those who would enslave the American public, will think twice before taking such actions. Many of us have been too idle. We've become passive and docile. The old "don't tread on me" warning must again be dusted off, and each of us rearmed with poisoned fangs. Reading this book is your first step toward sharpening those fangs.

Now let's study some of the specifics of becoming a neo-guerrilla, and in how to break a tyrant's chains.

Chapter Two:

The Neo-Guerrilla

There will be two different types of guerrillas in the US should freedom come to an end and our society fall under the dictator's heel. One type will be of the traditional guerrilla "mold." This is the person who has to head for the hills to hide.

These individuals will be the "counter revolutionaries" who have had a high profile while the country was still free and spoke against the new order as it came into power, pointing out the flaws in the system, perhaps fighting for freedom. When the new regime gains total control, these people will be named the "rioters, looters, vagrants, rumormongers, individual entrepreneurs, recidivist criminals, hooligans, or fascists" (i.e., protesters, members of the NRA, subscribers to a survival magazines, active politicians, business leaders — and, of course, anyone reading books like this one!) These mortals will then "vanish" during the early days of the dictator's takeover — if they don't make their escape to become guerrillas.

"Subversives" have no choice. Either they sit tight and be liquidated or "go underground" to keep from being planted in an unmarked, shallow grave. If you find yourself here, you have two options which can improve your chances of surviving, which might even overthrow the totalitarian government and return individual freedoms.

One option is to pack a "bug-out bag" and head for the boonies. In such a case, you'll need to live in an area where you can forage or otherwise live off the land. You'll need to be highly skilled at woodcraft or — if you're hiding in the asphalt jungles — know how to hustle and steal from the new overlords.

Some thought must be given to creating your bug-out bag. This is a backpack or even just a small bag of essentials. These would enable you to travel on foot to survive in primitive conditions, away from home. The bag ought to contain a small first aid kit, canteen (with water purification tablets), a knife and other odds and ends. You'll need to judge what you need according to your woodcraft and/or scrounging skills. You will need to be prepared to steal to survive; keep in mind that you're less apt to be turned in if you're stealing from foreign troops or collaborators, rather than those being oppressed.

The second option is to become "lost" in the bureaucratic system. There are any number of books which describe how to obtain fake ID or assume the identity of someone else. This is not easy to do, but it's feasible, especially given the turmoil that often accompanies violent upheavals of a society. (The detailed steps in making these

changes could — and have — filled books. I'll not go into the details in this manual. For those needing this information, several such books are available from ALPHA Publications. One is **NEW ID IN AMERICA** for \$17. **ID FOR SALE IN THE MAIL** by Michael Hoy also lists books on this subject and contains a how-to section on obtaining new photo IDs, social security cards, birth certificates and the like; cost is \$15.)

Methods of changing your appearance are often helpful when creating your “mask of glass.” Modern hair dyes and changes in hair style, trimming or growing facial hair (for men), or even adding or losing weight can make you practically unrecognizable to friends — let alone the local Gestapo. Give this some thought. Perhaps you should add some hair dye to a bug-out bag, along with the necessary phony papers and other ID that will allow you to take off in a hurry and get lost in the system.

YOU must make these preparations for yourself. Be prepared to do without or to be self-sufficient. You'd be wise to locate a good area to live in now, so that you can “dive for cover” if the time comes. Now is the time to make the necessary plans and preparations to head for the boonies or go underground if the need arises.

The second type of neo-guerrilla survival strategy is to remain where you are, doing what you do, keeping your own name. In this case you “blend in” and work at fighting behind the scenes during your spare time. This is potentially the most successful type of neo-guerrilla warfare in our modern age. Too, it offers the least risk if conducted properly. For this type of fighting, you need not alter your lifestyle — other than in a manner dictated by the government. (The cost if you get caught will be the same however: a painful death. This type of guerrilla activity may “feel” like a game. But those you'll be fighting will be deadly serious.)

When becoming an “underground” neo-guerrilla, you must learn to keep your daily life separated from your freedom fighting activities. Mixing the two, whether griping to a friend about the poor leadership, engaging in a saboteur act while on the job, or confiding to a friend about what you're “really” doing will lead to exposure and arrest.

If you operate with other neo-guerrillas, always take pains to keep activities away from your home and business. No meetings should occur in your residence and — ideally — no one in your group would know your name or where you live. Meeting places ought to be changed regularly, and buildings rented for guerrilla activities should be paid for with cash. The length of their rental ought to be limited to a few months. Having a minimum of contact with other resistance fighters and meeting in areas far from your home will minimize your risks of being caught.

The only exception to separating business and your “after hours activities” would be if you were able to work for the new government.

Then you might be able to do untold damage to the tyrant by modifying shipping lists, rerouting supplies to the wrong locations, sabotaging equipment, altering data sent to computers, or what have you. Extreme care would have to be taken in such a job. The temptation is to keep trying to get away with more and more — until you finally give yourself away. Do only a little damage at a time and always take advantage of situations where it will appear that some other worker is to blame.

The most lucrative position from a neo-guerrilla standpoint would be connected to the government's communications system. This is the nervous system of a modern government or army. Damage to communications will do more harm than destroying 30 tanks in a surprise attack. The results may not be spectacular, but they can be effective.

If you are playing the part of an underground neo-guerrilla, take care to pay taxes and otherwise conform to behavior expected by the totalitarian government. Don't make waves or do anything that causes you to be noticed. To do so risks blowing your "cover." Save hostilities for the time when you're in your "caped crusader" role.

Take care in this mode to keep your fighting simple and small scale. Complex plans often go wrong at some point, especially when you're dealing with skilled opponents. Keep things simple if you wish to remain alive. Don't take unnecessary risks; abort missions if things aren't quite right. Taking your time and doing the job right will enable you to fight — and remain alive — longer.

The smaller your "inner circle" of neo-guerrillas, the better. Ideally, you'd work alone. This would keep you or your friends from betraying others in the organization, if any of you are caught. This would prevent secret police from infiltrating your neo-guerrilla movement, or breaking it up with the capture of one member of the resistance. These are important points to bear in mind.

If you must operate with a small group of like-minded underground individuals, then it's important that all be free of potential criminal entanglements. Breaking the law will cause your cadre to come under scrutiny. As long as you appear to be sheep that have knuckled under to the oppressors, you'll be able to operate. But if a policeman starts watching your activities because he suspects you of committing petty crimes, he may not only uncover petty crimes. He may also discover your guerrilla activities.

Another potential for leaks from within a small group can occur if any members have drinking problems, have an active sex life, likes to brag, or similar shortcomings. These people should not become part of your guerrilla organization. Distance yourself from such folks rather than risk being dragged down when they are finally caught — as they will be.

Regardless of which of the two basic types of neo-guerrilla modes you might find yourself operating in, there are many levels of fighting in which you may engage.

Perhaps the most effective level is formed with simple harassing and minor sabotage. These require little skill — and often little risk — while creating high levels of stress in your enemy. Things like deflating or slashing tires, cutting phone lines, putting sand into engines, knocking out windows, etc., are all quickly done, very irritating, and easy to get away with. Just as mosquitos can run people indoors even though the bites inflicted are only aggravating and far from life-threatening, so, too, a guerrilla movement based on vandalism-style tactics can quickly exact a high toll — provided it is aimed specifically at the oppressor (and not the public — as true vandalism is).

The next step in harassment consists of damage to buried cables, communication lines, and utility systems. Buried cables generally aren't placed too deeply. A fence post digger or spade is all that's needed to reach them. Care does have to be exercised with buried power lines — they're dangerous to cut through. If the hole is camouflaged afterwards, repair will compel a maintenance man to walk the line until the cut is located using a signal detector. If several cuts are made, this job becomes even harder and can disrupt services for a day or two.

It's possible to attack above-ground cables and wiring. Damage can be made to transmitting antenna. Cutting guy wires on broadcasting towers, as well as cutting fed lines, will interrupt things for a short time.

Gas lines can be shut off by turning the valve outside a building a quarter of a turn. These valves are usually right in the open in the US as they are placed next to the meter from which readings are taken. If done to a government building during the winter, this can create real problems, especially if the building is unoccupied when the gas is shut off.

Many electrical junction boxes entering houses and businesses are located outside houses (so firemen can quickly turn off the power and avoid live wires when fighting a fire). Throwing one of these can cause a lot of confusion before anyone locates the source of the problem. This may allow other acts of sabotage to be rendered under the unexpected darkness and confusion.

Breaking overhead cables and power lines is relatively simple. The quickest way to do this is to use a shotgun to blast glass insulators. It is also viable (and quieter) to use a weighted rope for this purpose. This operation ought to be executed in dry weather so the rope won't conduct electricity. The rope is weighted on one end with a piece of iron or heavy stone. It's thrown over the overhead wires at a point

between poles. Once the weight is entangled in the wire, it can then be pulled down.

Power lines can be disrupted by a similar technique. If a shotgun isn't available, a wire rather than a rope is used. One end of the wire is grounded to the earth by driving a metal rod into the dirt and attaching the wire to it. The free end of the wire is tied to a stone or piece of iron and thrown over the power line. Exercise caution in doing this since the wire will conduct electricity as soon as it touches the power line. The wire **MUST** be released when thrown and it's important to stay clear of it since molten metal may be produced when contact is made. The wire itself may melt if the power is excessive for the size of wire; don't stand under the wire when throwing it.

(Telephone or other utility lines are easily and safely broken. Telephone lines generally have smaller wires which are strung on the same side of the pole or on a horizontal crosspiece of a telephone pole. Power lines often are formed of larger wires that are arranged in alternating patterns on either side of poles. When in doubt, treat the wire as if it were a high voltage line to be on the safe side.)

The railroad system is open to relatively easy acts of sabotage. Be careful since it's easy to kill many innocent bystanders should a train be derailed — especially if deadly chemicals are being transported. Train tracks are held in place by large bolts that connect the rail to plates fastened to the ties. Removing the bolt along a whole section of track will free it. Although it is nearly futile for just one or even a few men to try to budge the track once it's free, the weight of the train will do the job.

If you wish to avoid derailing the train, it is sensible to remove the bolts and then quickly phone in an anonymous warning to the railroad company. This may cause officials to close the stretch of track and then search for the damage. This is rather risky, however, since a train may not get the message to stop in time or the railroad officials may be too lazy to check whether or not the call is a hoax. Too, the phone call may be traced and — even if you were smart enough to use a pay phone — someone may be found who can give your description. Consequently, this isn't the best way to harass an enemy. The only exception would be IF you knew the time schedule of a train carrying troops or occupational equipment. Then you might be able to really disrupt things.

If a train must climb a steep grade, it's possible to put heavy grease on the rails to stop it. The lack of traction may cause the engine to bog down.

It's possible to cut the wires which conduct information along the railroad tracks, damage sensors, and mess up signals. Spur rail track switches can be wedged open or shut with metal or by damaging the switches. However, these entail some element of risk since you might

cause a train collision or the like. And — again — this could cause unwanted civilian casualties, thereby hurting your cause.

The next increment of escalation in sabotage entails massive destruction of equipment and supplies. Such damage is normally carried out by large groups of guerrillas using small arms and explosives. As such, it is generally beyond the scope of most neo-guerrilla work. However, if you chance to obtain grenades or other explosives, you might consider using them to damage enemy vehicles, fuel storage areas, or other targets. Just be careful since the danger far exceeds that of “minor” vandalism-type actions.

Perhaps the greatest danger at this level of fighting is that an enemy is apt to take reprisals against innocent citizens following these actions, especially if any enemy troops are killed or injured by your work. Having the government engage in repressive actions such as the execution of innocent people (to serve as “examples”) may help your cause. It can also hurt it, and may cause “weak links” in your cadre to turn you in to put an end to such activities. Therefore, these actions should not be undertaken except in extreme circumstances when the probability of doing grave damage to the occupational taskmasters will result.

Not all of the damage that guerrillas do needs to be physical. The use of disinformation (or simply telling the truth with many despots) can cause damage as the population gives less and less support to their oppressors. Your propaganda may be as simple as “gossiping” about what you’ve heard. It can become as complex as printing an underground newspaper and distributing it in the dead of night. Such work must be approached cautiously since you’ll be forced to come into contact with those you’re relaying information to. This makes you an easy mark for an informer or for a government agent.

There are “hi-tech” ways of spreading anti-government information. Using a cassette player coupled with a “throw away” broadcast transmitter, or tying into a cable station’s system, would both be a quick way to reach large numbers of listeners. But the risks are again high since you’ll be forced to leave behind potentially incriminating equipment, and you will be making a record of your activities which might identify you by voice or other inadvertent mannerisms on your part.

Wire tapping and bugging highly-placed officials can be useful to a guerrilla movement. In addition to revealing information on the bureaucracy’s efforts to stop guerrilla work, it may also reveal some of the excesses in which officials tend to indulge. Cassette tapes of an official bragging to his mistress about his secret house in the woods, or how the public is being hoodwinked, would give you useful ammunition. Such tapes could fan public opinion into a blaze against the corrupt sovereignty. Or they can be used for blackmail (though

care must be taken — blackmail schemes can backfire very quickly).

Many want to believe the best of their government — even when it's blatantly corrupt. Giving them facts obtained by electronic eavesdropping could bolster a guerrilla movement and convince the Pollyannas. For a detailed look at what is now practical in hi-tech eavesdropping, see Mick Tyner's *THE SPOOK BOOK: A STRANGE AND DANGEROUS LOOK AT FORBIDDEN TECHNOLOGY* available from Paladin Press (P. O. Box 1307, Boulder, CO 80306 800-392-2400 for \$30.

In many ways, today's battles are often won or lost by how they appear on TV and by how they sound on radio. The Tet Offensive during the Vietnam War was lost by the North Vietnamese and the South Vietnamese guerrillas. But they made an effective showing on American TV. The press covered the battle as if it were the beginning of the end for South Vietnam. American's started to believe this, and eventually our country abandoned the fight just when the war might have been won.

Dictators keep tight reign on the media to prevent this from happening. But the spread of modern technology in the form of small radio transmitters, amateur TV cameras, VCR machines, etc., makes it possible for a guerrilla operation to create its own "underground programs." These could be more effective than nuclear weapons in toppling a fraudulent regime.

Since "real" news is in sort supply in such tyranny, if you put out a newsheet or other material that tells what's really going on, most people will read or listen to it. If you take care to actually bring them the facts, they'll seek your news. The twist in the damage you do with this comes not in fabricating stories to hurt the government (these would hurt your credibility and lose readers sympathy for what you are doing), but in simply telling the truth about what's going on. The truth will do the damage. If worst should come to worst and you're caught, the idea of being jailed for telling the truth will also further your cause with the public.

Another modern option is to wage a chemical war on your enemies. This could be done by creating various types of illegal drugs and making them available to low-ranking troops. Given the depression of soldiers and citizens living in totalitarian regimes, this could be quite successful. (One of the big problems in the USSR is alcoholism. Tankers in Afghanistan had to be monitored closely. If they weren't, they would often drain their vehicles of brake fluid and drink it!)

A guerrilla's distribution of drugs could also be covert. "Poisoning" food and drinks of officers in restaurants with illegal drugs would cause real havoc. Officers who are successful in fighting guerrillas or who are cruel to civilians might be targeted for this treatment. Those officials sympathetic to the needs for freedom might be left un-

drugged. This could lead to demotions of the most effective officers while those doing poor work — for the despot — would be apt to be promoted since they didn't have mental or drug-abuse afflictions.

Drugs are a very dangerous weapon. Those making them can be tempted to use them. Their production is dangerous and those buying and processing the chemicals may attract unwanted attention from drug enforcement officers. The drug distribution would have to be stringently controlled to keep civilians from becoming addicted, as well. Too, many totalitarian governments exercise harsh punishments against those making and selling drugs. (This latter practice is because, in an oppressive society, many people want to escape their existence. Drugs offer the promise of escape for at least a few hours. As more and more chemicals are used by workers, it becomes a detriment on production — which is normally quite poor anyway in oppressive regimes. Thus, despots have to root out clandestine drug producers.)

Drugs can be disseminated to “unwilling targets” in a variety of ways. Hypodermic syringes (currently available from veterinarian supply stores) can be filled with drugs, the syringe encased in a small sack or cloth, and then the person operating the syringe can “accidentally” inoculate a soldier or other target when pushing through a crowd. Drugs can be added to drinks or food in restaurants. The chemicals can be added to a “skin solvent” like DMSO and used in squirt-gun style attacks (prudent use is required, or the “weapon” may leak on the user's skin). The possibilities for using drugs in attacking a victim are nearly endless.

There are many manuals that tell of various ways to make drugs. Unfortunately, all are full of propaganda extolling the virtues of various drugs; obviously these merits have been overrated judging by the inability, poor health, and early deaths of most drug abusers. If you can endure such nonsense (and avoid being swayed by it), a few books do have useful information on actually making drugs. One of the better ones is **THE CONSTRUCTION AND OPERATION OF CLANDESTINE DRUG LABORATORIES** available from Loompanics Unlimited, P. O. Box 1197, Port Townsend, WA 98368 for \$10.

Drugs have the potential to wreck cultures. Heroin was actively pushed by the English to destroy the Chinese culture in the 1800s. Nicaragua, Bulgaria, and other communist countries seem to be encouraging the production and transportation of heroin and cocaine to the US for much the same reason. Illegal drugs have a corrupting influence that can turn on those making and distributing them. If you choose to use a drug for a weapon, realize that it is very powerful. It demands your respect and circumspective use if it's to do good rather than grave harm to those you wish to free.

Care must be taken to utilize suitable drugs for such operations.

Marijuana or similar drugs which create only short-term and relatively mild reactions would hardly be worth the trouble and risk of employing. Drugs causing depression or paranoid behavior could be dangerous to civilian populations — especially if given to someone who had the authority to order mass executions or initiate attacks. On the other hand, potent drugs like LSD or some other hallucinogen might be ideal for a commander or bureaucrat in charge of important functions, which wouldn't be life threatening should he "happen" to "turn on and drop out."

Chemicals can also be created to attack equipment. Super glue or salt water sprayed into equipment quickly takes its toll. Additives to water, food, gasoline, or other enemy supplies will not only do physical damage, they will create a lot of mental stress as well. Even if you don't have access to dangerous chemicals, leaving a note like, "Next time . . . Cyanide!" next to army food stuffs could give a commander an ulcer.

Regardless of the type of guerrilla activity you engage in, there are some important considerations.

One is whether or not the act will have value in your battle to end the oppressive government. For example, the death of an enemy soldier of low rank strolling along a deserted street will not accomplish much. It will make you look like a terrorist rather than a freedom fighter. On the other hand, shooting a public official who has become known to torture innocent civilians, or knocking out the power supply to the "tax office," will appear positive. Such acts will improve the lives of "fence sitters" and attract them to your cause. And that's the stuff of which successful guerrilla operations are made.

Always work to support justice, liberty, equity, and to make the public more secure. Work to make the oppressors look bad, to point to their excesses and brutality. If a government is deserving of being toppled, it will be easy to point out the climate of terror and disregard for basic human rights that it has created. Doing this will help your cause and make people desire freedom or even be willing to fight for it.

Never force common citizens to sustain your movement or to aid you against their will. Never make hostages of the populace or even enemy soldiers in order to exchange them for political prisoners; this simply places you on the enemy's level in the eyes of those who have not yet decided to help you. Additionally, prisoners will force you to engage people in keeping guard, necessitate having a "prison," and force you to provide food for them. These things tie up resources and increase the likelihood of being caught — for no good reason.

Avoid taking the law into your own hands in matters of personal conflict rather than in your freedom fighting. Once you learn how to destroy a tyrant's equipment, or even kill enemy troops, you must not allow this type of behavior to cross over into your business or per-

sonal life. It is morally right to wage war to win freedom for yourself and those around you. It's wrong to wage war to improve your own selfish interests. It is important always to keep this foremost in your thinking.

As your guerrilla movement becomes stronger, it is essential that you NOT create a larger-than-life hero of the leader of your group. Heroes like these often become dictators when the old tyrant is deposed. However freedom-loving a guerrilla leader may seem while the fighting is going on, he has a tendency to become a Castro or Mao when the fighting ends. (Castro points to the need to be wary of communist wolves hiding in democratic freedom fighter's clothing. This is a trick used time and again by "closet communists" to gain domination over freedom fighters.)

Whatever your guerrilla actions, and however helpful they might be toward furthering freedom, be sure always to ask yourself if the results would be worth forfeiting YOUR life for. If the answer is "no", then the "blow against the empire" isn't worth making.

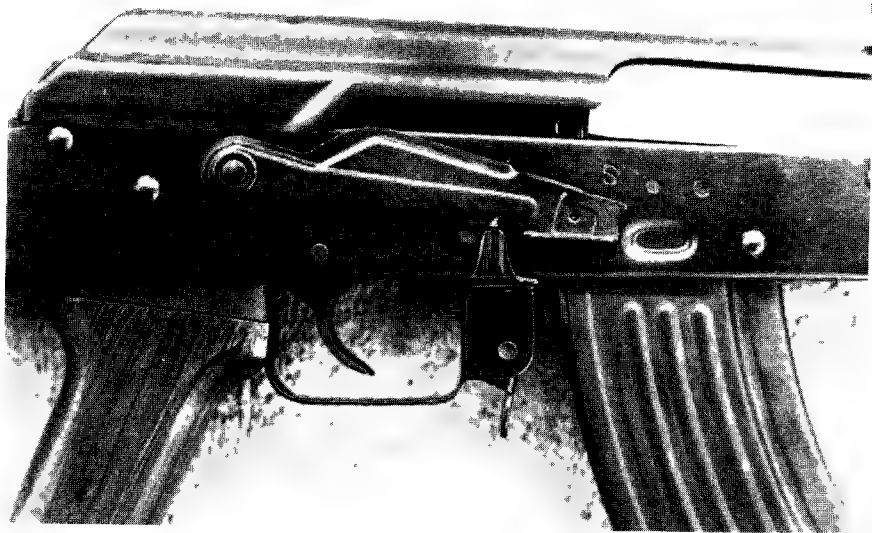
Chapter Three:

Small Arms and Tactics

Sooner or later, chances are good that you'll have your back against a wall or be cornered in the woods and will have to fight. Just bear in mind that a successful guerrilla doesn't meet his enemy head on. Rather, he makes the oppressor fight by the guerrilla's rules. But, if you fight, you should have the best weapons you can lay your hands on, and know how to give yourself the best chance possible of prevailing in the fight.

If you're "investing" in your future as a neo-guerrilla and can still purchase firearms and ammunition, now is the time to purchase them. There are other effective weapons, but firearms are first choice and offer compactness coupled with the ability to reach over distances.

While firearms designed for battle are first choice if they're procurable and your budget allows their purchase, they aren't essential. The reason for this is that you can — with stealth and care — appropriate weapons from occupational troops as they are needed. This requires only that you kill or trick a trooper into giving you his gun.



The AK-style rifles have a safety that is a bit awkward and noisy to operate. This semiauto gun has a safety with only two positions; it is shown here in the "fire" position.



Two very fine rifles of the West and East. At the top is the AR-15 rifle (shown in its "A2" configuration). The lower rifle is a Chinese Kalashnikov rifle. Of the two, the AR-15 has a slight edge in terms of lightness and a more effective cartridge. Both rifles are extremely tough and reliable.



Two SGW AR-15s (the upper rifle is modified for scope mount only; the lower is the "shorty carbine" model.) Also shown are a .22 LR adapter kit and a "spare" upper receiver/barrel assembly which can be mounted on either rifle in a few moments. The AR-15 has a wide range of accessories available for it.

Purchase ammunition when it's readily available. Get more than you expect to utilize — you'll probably end up needing it. Ammunition can be cached in the same manner as weapons — but don't apply oil or grease to the cartridges. When storing ammunition, remember that heat and moisture are the two great enemies of cartridges. Be sure to keep your powder dry — and cool. (For a look at modern combat cartridges as well as the "how to" of making ammunition from scratch, see my book, *COMBAT AMMUNITION OF THE 21st CENTURY*, available for \$20 from Paladin Press, P. O. Box 1307, Boulder, CO 80306 800-392-2400.)

If you're expecting trouble, then you'll need what is popularly called an "assault rifle." Unfortunately, governments which don't trust their citizens confiscate these guns at the first chance they get. In both Britain and the US, this has been spurred by attacks of mad men who happened to select the weapon. Although these guns are wielded in less than 1 percent of all crimes committed including killing rampages, politicians and newsmen latch onto these tragedies and double the damage in attempting to ban the guns. In Britain, and in some states in the US, these gun grabbers have been quite successful. If this trend continues, it may be that — by the time this is in print — many readers will be unable to obtain such guns.

If so, you need not despair. If these guns aren't available to fight off occupational forces, the weapons will become obtainable when the troops are patrolling the streets — if you're willing to snatch the guns from them!

If you can buy an assault rifle, consider doing so. I'm not going to recommend that you break the law by retaining a gun if it is made illegal (which it undoubtedly would be if the country's Constitution is suspended to fight "subversives" for "a war on drugs", or a similar pretense). But you may wish to consider various ploys you might engage in so that you could retain the weapon without too much danger.

The two first choices in assault rifles are the AR-15 and Mini-14. Although Colt has discontinued the civilian sales of the AR-15 at the time of this writing (however, sources inside Colt suggest that this may only be temporary), excellent versions of the gun continue to be produced by SGW and several other manufacturers. The ideal twist rate for the barrel of a .223 rifle is 1 turn per 7 inches of barrel; chrome lining in the barrel will improve its life and reduce the chance of damage by rust if you have to store the gun unattended for a long term.

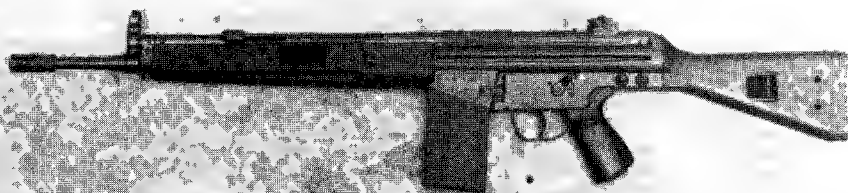
The Mini-14 is not as tough as the AR-15, but carries a lower price tag. New Mini-14s have the 1-in-7 twist making them exemplary for a wide range of bullets. The stainless steel models of the Mini-14 are very durable with their internal springs and parts also made of



The Sturm, Ruger Mini-14 is lightweight and has a wealth of aftermarket accessories available for it. Shown here is a Mini-14 Rancher model with a Ram-Line 30-round "Combo" magazine (that can also be used in the AR-15) and a now-discontinued Ram-Line folding stock.

stainless steel; the only catch with stainless is that the barrel retains heat longer. This makes it somewhat prone to damage if you put excessive amounts of ammunition through it in a short time.

The Kalashnikov spin-offs are adequately engineered, with the Galil and Valmet rifles showing the finest workmanship. But they currently carry a high price tag and are quite heavy to boot, making them less than ideal for lugging around if you're on the lam. Although perfect for hunting deer, the 7.62x39mm cartridge exploited by most communist export versions of the AK47 is not as ideal for skirmishes. It is too powerful, doesn't cause as much damage to human targets as the .223 does, and its ballistic arch is quite pronounced. Go with rifles chambered in .223 if you must buy a Kalashnikov.



One of the finest .308 rifles is the HK-91 (and the SAR-3 offered by Springfield Armory).

The .308 Winchester (7.62mm NATO) cartridge has more power than is needed for normal combat. This causes rifles chambered for it to have excessive recoil and makes the gun and its cartridges unreasonably heavy (though not too much heavier than the Kalashnikov). The cartridge does have the ability to penetrate more armor if you're hunting cars or trucks. But not enough to give you an edge with lightly armored military vehicles. So the .308 cartridge offers few advantages. The pick of these rifles is the Heckler & Koch HK-91 (and Springfield Armory's G3 equivalent of it), the .308 version of the Galil, and the FN FAL marketed in the US as Springfield's SAR-47.



Shotguns and .22 rifles — or combination guns like this Savage rifle that shoots both types of ammunition — are not first choice for combat. But any firearm will serve its owner well if a little thought is given as to how best to employ it in combat.

Shotguns and .22 rifles are not first choices as weapons. The shotgun is effective — but only within 40 yards with everything but slugs; it is also quite bulky as is its ammunition. The .22 is capable of making killing wounds and — as we'll see later — does have a place in a freedom fighter's arsenal. But it doesn't down a foe quickly or consistently. Shotguns and .22 rifles will do in a bind, but the assault rifle has both beaten off the map — that's why assault rifles are what troops carry.

Obviously an assault rifle isn't acceptable if you're trying to sneak through the streets without attracting attention. In such a case, a pistol is the firearm of choice. The ideal pistols are those chambered for the 9mm Luger; the round is effective with hollow-point ammunition and its moderate size packs a lot of firepower into each magazine. If you are planning to fight a tyranny, then consider investing in one of the better pistols like the Ruger P-85, Taurus P-92/99, TZ-75, or Glock-17.

As far as chamberings for pistols, there are several choices. The .45 Auto is overrated as a cartridge. In fact it is not quite the equal of the 9mm Luger. The catch comes in the large size of the cartridge; they limit the number of cartridges that can be easily carried or packed into the pistol's magazine. But if you had to make-do with a .45 auto,



There is a huge choice of fine 9mm pistols currently available in today's marketplace. Shown here is the (top, right) Ruger P-85, the Taurus 99 (center, left), and the Beretta 92F (bottom). All are very reliable and ideal for combat.

you could certainly do worse. Colt, Springfield Armory, and Auto-Ordnance sell excellent 1911-style .45s.

The 9mm Luger cartridge is currently the round of choice. It is about as small as current technology allows for the power it offers. Quality 9mm ammunition is a shade more potent than the .45 ACP and it outclasses the .38 Special by a wide margin. The cartridge is also employed by NATO so it's likely that occupational forces who have seized the US might be armed with 9mm guns. If so, they might "replenish" your supplies.

The .41 AE, .40 S & W and 10mm Auto are all potent but don't offer a lot of power beyond that of the 9mm. The possibility of having a pistol and no ammunition makes these less likely choices. The .380 Auto is marginal for combat. The .32 ACP and .25 ACP are too petite, and the ammunition is often hard to obtain as well.

Use ammunition with hollow-point bullets with either the 9mm or .45. Federal, Winchester, Remington, PMC, and CCI have excellent cartridges to choose from. Do be sure to have an automatic pistol "throated" and the feed ramp polished by a competent gunsmith, if you encounter any feeding problems when practicing. Other modification is not normally necessary for good performance with



Charter Arms snubie pistols (like this one chambered for .41 Special) are ideal for those wanting a small, powerful package.

these guns. Avoid adjustable replacement sights, "accurizing," and other gadgets. The automatics listed above function perfectly right from the box.

Revolvers have more limited firepower than automatics, are slower to reload, and are more prone to failure in dirty environments. They are a bit simpler to operate and can function with underpowered ammunition. If you have to choose a revolver, the .357 Magnum is the superior chambering. This cartridge offers more fight-stopping power than the 9mm or .45. It doesn't over-penetrates human targets or have excessive recoil (which can't be said about the .41 Magnum and .44 Magnum cartridges). Runners up are the .38 Special in its +P loadings and the .41 Special.

First choice among revolvers are Ruger's new GP series of guns. The Ruger stainless steel models are strong and durable and enjoy low price tags. Charter Arms' snubie revolvers should be considered if you select the .41 Special. Winchester, Federal, and CCI make effective .357 hollow-point cartridges. With the .41 Special, PMC's new tunnel bullets are a safe bet.

The .22 pistol has the shortcomings of the .22 rifle. It isn't a consistent fight stopper. However, it makes very little recoil, is relatively quiet (compared to other cartridges), is tiny (you can carry hundreds



The Ruger MK II .22 pistol is the most reliable pistol available. The gun lasts almost forever as well making it ideal for the owner. Stainless steel models are available for low maintenance. (Shown here is a stainless steel bull-barrel model with an adjustable rear sight.)



The Jennings J-22 pistols are inexpensive and quite small. They are also available in several "low maintenance" finishes like chrome (upper right) and nickel plating (bottom left). A black teflon-finished gun is made as well.

of cartridges with you with little problem), and offers as much power as the .32 ACP in a more compact package. These can outweigh its disadvantages—which is why .22 pistols are often found in the hands of CIA agents or Mafia hit men. For those interested in reliability (you should be!) and durability, the Ruger Mark I series of .22 pistols are first choice.

If concealment is a concern, the Jennings J-22 is commendable and also very inexpensive. The J-22 is a little ammunition sensitive, however. Be sure you test it with various types to be sure it will function properly.

For maximum effectiveness, “hyper velocity” .22 cartridges should be utilized. These cartridges have light-weight, hollow-point bullets which are as effective as is feasible with this chambering. CCI is the leader of the pack in the production of hyper velocity cartridges; their “Stinger” gives a bit more power than other similar cartridges, and also chambers more easily.

Whether hiding a gun or ammunition before or after a despotic takeover, take care that the gun and ammunition aren't destroyed in storage. In the past, some partisan fighters in Europe and the Philippines buried guns and ammunition improperly. When the weapons were retrieved to fight the invaders, rust and moisture had completely destroyed them.

This damage can be avoided if you remember that rust can ruin a firearm. With this in mind, you may wish to purchase a stainless steel gun or one with nickel, chrome, or one of the newer tough finishes that are rust proof. (You can also have a low-maintenance coating added to standard blued firearms. This plating can be done by several companies; check with a local gunsmith or at a gun store. Among the best are those finishes offered by the Robar Companies, Inc. Their nickel and “NP3” finishes are excellent and very durable coatings.)

When in use, blued or parkerized firearms must have a light coat of oil on their surfaces to help prevent rust. Stainless steel guns WILL corrode; despite its name, stainless steel isn't entirely stainless. So you'll need to keep stainless steel guns lightly oiled when they are in use as well to avoid discoloration spots. A light coat of oil isn't necessary on guns with painted finishes, teflon, chrome nickel, or similar finishes. Also, avoid getting oil on plastic or wooden grips as the oil may damage them with time. Never apply heavy amounts of oil to a firearm. Oil attracts dirt and grit which will damage moving parts on a gun. A very light coat is all that's needed for lubrication and protection.

If a gun develops modest rust spots, these can be removed by lightly rubbing steel wool soaked in oil over the problem area. The metal doesn't need to be refinished if it is kept lightly oiled. (If it's available,

Outers' touch-up blue can then be used to cover any metal exposed by the removal of the rust. This chemical is sold at most gun stores.)

When storing a gun for long periods, several new chemical formulas are in the marketplace that give added protection to a firearm. If you're "stocking up," you may wish to invest in these. Outers' "Metal Seal" is one that's readily available at most gun stores. Metal Seal actually displaces water somewhat, adheres to the surface of steel, and acts as a lubricant, too.

Long-term storage of a firearm dictates "rust proofing" it beforehand. Cached arms can be encased in paraffin, cosmoline, or other grease and/or wax combination to prevent rust formation. These can be improvised by melting candles and mixing them with a heavy oil, taking care not to set the mixture aflame. A better, modern alternative is Outers' "Gun Grease" which is designed for this (the company's Metal Seal will help, too); this material is currently sold from most large gun shops. For really long-term storage, it's wise to clean the metal surfaces. Also, wear rubber or cloth gloves while packing the firearm so sweat doesn't get onto the metal to promote rust. This will also keep your fingerprints off the gun — which may be an important consideration.

The important parts of the firearm to protect are its bolt and the bore of its barrel. Tolerances on these must be within very tight limits, or the gun becomes useless. Be sure to coat the inside of the gun with grease, as well as its exterior. Cover the internal parts and bore of the barrel, since these are of greater importance than protecting the exterior of the gun.

Store the firearm in a container that allows a bit of air movement through it to prevent moisture from accumulating inside; OR in a container that's completely airtight AND place a hygroscopic container, away from the firearm, inside. Silica gel is a good hygroscopic chemical. This chemical can be bought at most drug stores or purchased pre-packaged in small containers designed for protecting guns from the Hydrosorbent Company, Box 437 Ashley Falls, MA 01222. The company's "40 Gram Unit" costs \$5.50 and is ideal for individual firearms. The business also sells larger packets including a "360 Gram Unit" capable of protecting several rifles in a sealed crate; cost is \$10 for the 360 Gram Unit.

Be sure the firearm is stored where it won't get wet. Putting a weapon in an attic, for example, where a leak may go unnoticed for a year or so is not a wise move. Nor is simply placing a stainless steel gun in a lake or river (as was once proposed to me — seriously — by a survivalist).

To keep guns dry when burying them, the cache must be placed in a tract slightly higher than its surroundings. This prevents water from pooling over the spot where the gun is hidden. If possible, the

firearms container should be placed in the hole over a thick layer of rocks or gravel. This allows water to pool below the container and gradually seep into the soil. A layer of roofing paper or plastic should be placed over the container to help divert water away from it. Above this, you replace the earth you removed.

Carefully camouflage the cache site when you're finished. Don't leave trampled earth and dead plants around it, or it will likely be detected. If you're burying the weapon in a region that could be searched by metal detectors (as might be the case in urban zones), there are cheap precautions. Simply sprinkle several large containers of BBs, tacks, or scrap metal around the area, spreading from your cache. These will set off a metal detector, and — after a lot of fruitless digging — whoever is using the device will likely give up before locating your firearm. Avoid hiding a weapon near buried utility lines or where construction work might occur. Coming back to find that the gun is gone, or has been buried under a new barn is not your goal.

Whether you're removing a gun from long-term storage or simply cleaning it after firing, it's important to give it proper maintenance. The barrel should be cleaned from the breech end (where the cartridges are chambered) toward the muzzle if practical. Take great care in doing this so the rod doesn't rub against the muzzle end of the barrel; damage to the bore at this end will spoil the firearm's potential accuracy.

Cleaning should be started with a brush on the cleaning rod or cord. Break-Free and Tri-Lube are exemplary solvents and lubricants. These act as cleaners AND the lubricants of the firearm. If these aren't obtainable, then a solvent will be placed on the cleaning brush at this point. This is put liberally onto the brush. The cleaning brush is then thrust through the bore several times. This loosens the fouling.

After scrubbing the bore with the brush, very tight, dry patches are squashed through the bore. Again, this should be done from the breech end and out the muzzle. This is followed by a patch soaked in solvent shoved from the chamber and out the muzzle. If you're using Break-Free or Tri-Lube, the barrel should be left with the solvent/lubricant in place for a half hour or longer if this is workable; this allows the solvent to loosen more of the fouling.

The next step is to scrub with the wire brush again. This is followed by shoving tight patches through the bore, alternating between solvent-soaked and dry patches. This is continued until the patches come through looking spotless. When this occurs, an oily patch is run through if the firearm is to remain in storage; a dry patch is whisked through the bore if you'll be chambering a round into the firearm. After the bore is cleaned, finish by thoroughly cleaning the outside of the firearm, clean the extractor, firing pin, firing pin spring, internal parts in the trigger/hammer assembly, and the recoil spring

and its guide.

Occasionally clean the gun's magazines. To do this properly, the floor plate should be removed. The technique for removing the plate varies with the firearm; on many, it's necessary to depress a detent inside a small hole in the magazine's base to release the spring pressure on the plate, and then slide it off. With most magazines, the spring and follower will come out once the floor plate is loose. Note the position of the spring and follower so they can be reassembled properly. Reassembling them in the wrong order or turned the wrong direction will cause malfunctions.

Unless rust is a problem, don't oil the inside of the magazine. Lubricants will deactivate ammunition. A soft brush and a powder solvent are ideal for cleaning magazines.

After you have finished cleaning a firearm, always check the bore. It should be clear of patches (including threads), oil, and so forth. Any material left in the barrel can ruin and endanger you or others if the weapon is shot.

Let us assume that you have obtained ammunition and an effective weapon for yourself and any others who may be in your group. For those who have to drop out of the system right after a takeover because their names are on a blacklist, the dangers of carrying a rifle or other firearm are not excessive. After all, if having an unregistered weapon is a crime, and you're already on the "rub out" sheet, you've nothing to lose.

What about the guy who blends into the scenery to "cape crusader" fight and then is forced to drop out when he's been detected? He'll go underground without any weapons at all. How does this person obtain firearms?

In fact, obtaining them isn't as outlandish as one might assume. Weapons and ammunition will probably be easily obtained — from a freedom fighter's opponent. Given luck and stealth, he should be able to obtain weapons. Enemy troops can't be wary continuously; the "double whammy" can be lowered on an individual soldier. Then the freedom fighter simply steals the weapons.

If you're hesitant to take such actions, you probably ought to find another line of work. But you could still obtain weapons after going underground. Troops will often part with their gear for alcohol or cash. And a "black market" will usually spring up in any territory occupied by hostile forces as civilians obtain equipment. In the long run, obtaining weapons that are sold or stolen is riskier than killing a soldier and taking his gear. But, for the squeamish, it's an option.

If you can't find a firearm, there are any number of "common" objects that serve double duty as a weapon. Ball bats, knives, hammers, screwdrivers, scissors, etc., are in every household and — in the hands of a determined attacker — every bit as deadly as a gun.



Shouldering a weapon is a much more accurate way to fire than "shooting from the hip." Use of natural cover and concealment would give this man considerably more protection. Don't stand in the open when fighting.

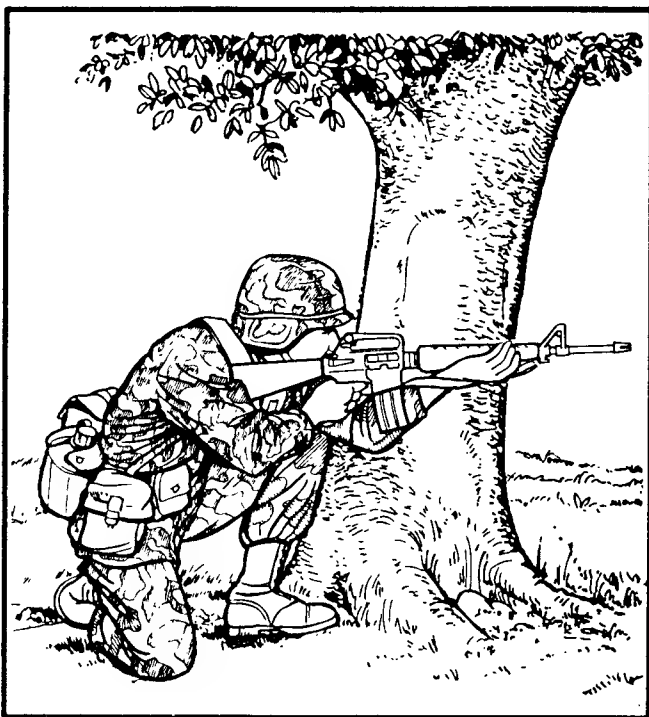
Various other tools, as well as the automobile, mow down huge numbers of people in accidents every year. As weapons, they can be just as deadly. These weapons may require different tactics from a firearm, but you can do a lot of damage with them.

Let's assume that you have a rifle, since this is the "weapon of choice" for most fighters. If you are to survive, your first task is to learn how to operate the firearm. Know where the safety is, what to do if it jams, how to reload it quickly, etc. Drill on these operations until they become second nature.

Shoot the weapon. Learn what its recoil feels like. Learn how to sight in on a target and practice aiming until the firearm becomes "lined up" on target BEFORE you utilize the sights.

Shooting from the hip looks good in the movies. It's also makes noise, wastes ammunition, AND will cause you to miss your target. Even if you don't have time to use the sights on a gun, bring it up to your shoulder position. If you've been practicing, your body and mind will perform together to have the rifle practically lined up on target. Your accuracy will be greater if you fire from a standard position rather than from the hip.

If you're planning for a future conflict, practicing instinctive shooting from the shoulder with a pellet or BB rifle can really improve this snap shooting. The time spent may one day save your life. This "quick shot" style is practical within 50 yards. Beyond that range, take an extra moment and use your rifle's sights in combat — you'll be more



Shooting from a kneeling position is more practical than prone firing (which makes it hard to move and gives only a very limited view in most terrain). Use of natural cover will help keep this shooter hidden.

apt to prevail rather than become a member for the body count. (Since BB guns probably won't be confiscated by a despotic government, these devices can also be useful for keeping your shooting skills at a high level while your firearm is cached.)

Sights on a firearm must be properly aligned if you're to hit your target. The zero for a rifle is a matter of debate. With the .308 and .223 rifles, a 150, 200, or 250-yard zero are often recommended and — quite frankly — can all be satisfactory. The 250-yard zero has some pluses since you can aim at anything within 300 yards (which is normally the maximum rifle range in combat) without worrying too much about bullet drop. Strangely, because of the arch these projectiles make in flight, a 25 yard zero is nearly as good since it almost duplicates a 250-yard zero. Impact will change up or down a few inches at the most (which makes little difference in warfare).

If you can't zero the sights, it's possible to bore sight many rifles. To do this, it's necessary to be able to remove the bolt/bolt carrier and other parts so you can see down the barrel from the rear of the gun. If this can be done, then it is a simple task to the barrel at an object 250 yards away (viewing from the rear of the gun through the barrel). Once the object is sighted through the barrel, it is clamped in place and the sights adjusted to give the same view of the target. This doesn't give a real precise zero, but is better than nothing.

Don't be tempted to mess with the sights to obtain windage changes after you've zeroed it. If the gun does have elevation adjustments which allow the sights to be returned to their 250-yard zero, you MIGHT manipulate these for long-range shooting or sniping. Otherwise, these are best left alone.

Wind deflection isn't as much of a concern as you might believe. Even many snipers usually ignore it since the wind speed can vary so much over the bullet's path, even IF the distance and wind velocity are great enough to be a concern. This variance about cancels any adjustments a shooter might make.



**1. CORRECT SIGHT PICTURE
WITHOUT PROTECTIVE MASK.**



**2. CORRECT SIGHT PICTURE
FOR LEFT-HANDED FIRERS
WEARING PROTECTIVE MASK.**



**3. CORRECT SIGHT PICTURE
FOR RIGHT-HANDED FIRERS
WEARING PROTECTIVE MASK.**

The correct sight picture on the left is impossible to obtain if you're forced to wear a gas mask. Fortunately, canting the rifle causes only minor aiming errors.



Most modern military rifles use a rear peep sight. This is quick to use since the shooter unconsciously tends to center the front sight in the peep ring. This drawing shows the proper alignment of sights and how to aim at an enemy trooper.

Here's the standard windage charts showing deflection by the wind:

**WIND DEFLECTION (Wind from the side)
55-GRAIN (.223/5.56mm) BULLET**

WIND	100 yds.	200 yds.	300 yds.	400 yds.	500 yds.	600 yds.
4 MPH	.44"	1.6"	4"	8"	13.6"	20"
8 MPH	.88"	3.5"	7.9"	16"	27.2"	40"
10 MPH	1"	4.4"	10.6"	20.1"	34"	53.3"
20 MPH	2.2"	8.9"	20"	40.2"	68"	100"

WIND DEFLECTION: 69-GRAIN (.223/5.56mm NATO) BULLET

WIND	100 yds.	200 yds.	300 yds.	400 yds.	500 yds.	600 yds.
4 MPH	.4"	1.5"	2.6"	5.7"	10.7"	15.5"
8 MPH	.8"	2.9"	5.2"	11.3"	21.4"	31"
10 MPH	.9"	3.7"	7"	14.2"	27.9"	41"
20 MPH	2"	7.4"	14"	28.1"	56"	82"

180-GRAIN (.308/7.62mm) BULLET

WIND	100 yds.	200 yds.	300 yds.	400 yds.	500 yds.	700 yds.
4 MPH	.26"	1.3"	2.9"	4.2"	8"	17"
8 MPH	.53"	2.8"	5.7"	10"	16"	33"
10 MPH	.6"	3.5"	7.2"	13"	20"	41"
20 MPH	1.3"	7"	14"	26"	40"	82"

As you can see, within 100 yards wind deflection doesn't make much difference. And that's the range you'll normally be fighting in. At 300 yards things can get sticky if it's windy. But even here, there's a 50/50 chance that the wind will be at your back or from your front. Such a situation allows you to ignore the wind. If the wind is coming at an oblique angle to your front or back, the change to a bullet's point of impact will only be $\frac{1}{3}$ to $\frac{2}{3}$ of the amount on the charts (depen-

ding on the angle of the wind). And beyond 300 yards, don't worry about the chart since chances are you'll never be firing at these ranges.

The wind isn't a concern UNLESS you're at extreme range or have a high wind blowing at right angles to you. (Here's a quick way to estimate wind speeds: a wind under 3 mph will hardly be noticed; breezes of 3-5 mph can be felt on your face; 5-8 mph winds will keep tree leaves in constant motion; winds in the 8-12 mph range will raise loose dust or blow papers around; and a 12-15 mph wind will make small trees sway about. So, if small trees aren't swaying, forget it.)

A greater concern in bullet placement comes from whether or not the soldiers are moving. During the interval a projectile travels from your rifle to the enemy, the target can move. You therefore have to aim at where he'll be, not where you see him.

Fortunately, this is fairly elementary. You simply train your weapon on the front edge of the trooper's body if he's moving parallel to you at less than 250 yards, or one body width ahead of him if he's beyond 250 yards from you. If he's running, you double the lead.

Technically, if a soldier is moving diagonally to you, you implement half the lead; in practice, you may want to fudge and aim at his "edge" in the direction he's traveling. And you don't have to compensate if he's moving toward or away from you. When you shoot, aim first at clear and easy targets if you have a choice. Your shooting may "scare up" the others.

Once you have mastered your weapons, be careful not to become cocky. At the risk of boring: for a guerrilla strategy to prevail, you must avoid face-to-face encounters.

Let's return to the possibility that you've got yourself cornered and face trained troops. How do you and your party defend your hides?

First, let's look at the "Rules of Combat."

Rule number one: There're no rules. Your opponents may play by certain tactics, or according to their training. You may be able to use that to defeat them. But you don't have to "fight fair." Use everything at your disposal and every trick you know to survive. Do anything to win and forget all ideas of "fighting fair" — and everything you've ever seen on TV or at the movies.

If you're in a group, learn to coordinate your self-defense efforts. One way of doing this is to have a set pattern for facing a bunch of "bad guys" so that each member in your band knows what his target is. Otherwise, the volley may be concentrated on the most aggressive enemy trooper while the others are untouched by your bullets — so that they can mow you down.

How is this done?

Imagine a squad of troops stalking toward your band. In your group, the person at the far right should start shooting at the enemy at your

far right. The person on the left of your party aims at the bad guy at your left. As troopers are downed, the person shooting them starts firing at other targets of opportunity. Of course groups don't just face off. Terrain may force single file travel and defending a fixed position usually requires a circular deployment. But if you chance to face such a situation, or are engaging in an ambush where you're facing a column of troops from the side, it's good to have this tactic in mind.

In most encounters you hardly ever see an adversary unless you both manage to stumble into each other. You'll normally get only a fleeting glimpse of an enemy and may have to figure where he is hiding.

How, then, do you find your opponent's positions in order to shoot back?

If you suspect there may be troops around, but can't see them, don't fire blindly at likely spots they could be in. You'll only waste ammunition and give yourself away. Instead, situate yourself where you can survey a large area without being a choice target.

Since combat with small arms generally takes place within 300 yards (and more often within 150) this is the region which must occupy your search for an enemy. Ignore what's beyond that 300 yard point — unless you hear tanks, helicopters, or the like (in which case you retreat).

Rapidly inspect the area closest to you. Examine your surroundings — don't merely scan them. After you've hit the nearby areas, visually search to the 300-yard limit. Do this visual search rapidly and check any potential hiding spot.

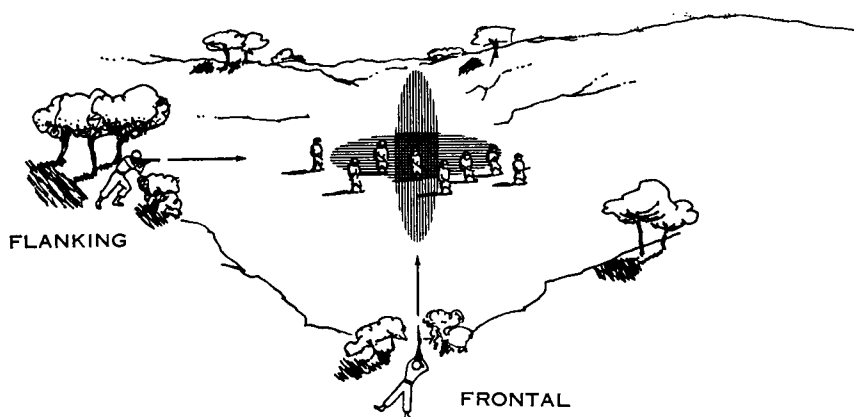
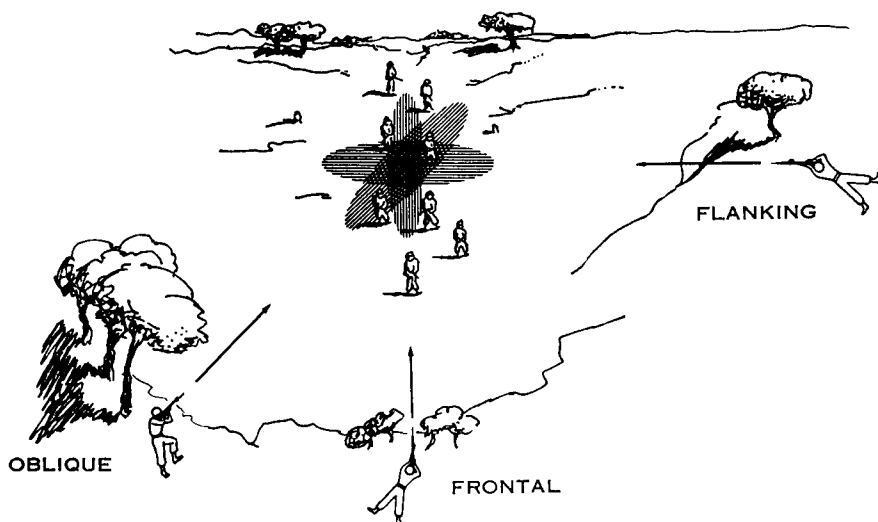
After 30 seconds of searching, you visually inspect everything within 50 yards of you very minutely. This done, visually examine the next 50 yards and continue to move out in 50-yard increments until the whole 300 yards is covered.

When you finally observe your foe, he won't stay exposed for long, if he's smart. So utilize a reference point to keep track of where he is. This may be a bush, boulder, or other distinguishing feature in the landscape. In addition to allowing you to keep track of him, it will be useful for pointing him out to other members of your band.

If you can't see an enemy who is firing at you, it's also sometimes possible to locate him by using the old "crack and thump" method.

A battle rifle makes two sounds. One sound is created by the muzzle gas being vented from the gun (this is the "thump"). The other sound is the sonic boom a projectile creates in breaking the sound barrier (this is the "crack").

Combat rifles shoot at supersonic bullets. This means that the bullet is traveling faster than sound on its discharge. Therefore, you'll hear the bullet's crack before its thump. By mentally lining up the crack with the direction the thump comes from, you create an imaginary arrow



Even a small group can engage in a flanking movement. This will enable these ambushers to overcome the numerical superiority of the patrol in the valley below them.

extending toward the shooter's position.

The interval between the crack and thump also gives cues as to how far away the shooter is. To find this distance, count — 5 counts per second — from the crack until the thump is heard. Multiplying the number obtained times 100 gives the distance in yards from you to the shooter. Once you have the direction and distance, it's often possible to find your enemy.

If approaching troops aren't shooting at you — because you're unseen — they shouldn't be engaged at beyond 300 yards unless you have an accurate, scoped rifle and know how to use it. Even then, long-range shooting is quite dangerous since troops may have mortars or large-caliber machine guns that can effectively "reach out and touch" you without your being able to do much in return. The troops can back out of range and launch salvos from large-caliber machine guns and mortars onto you. That's not too pleasant an experience. If an enemy is sighted beyond 300 yards, escape or hold your fire until they are within range.

Once one side or the other initiates an attack, trained troops will not be sitting still for long. The most common tactic on the battlefield is the flanking movement. The maneuver works well. You can bet it will be engaged against you. (You should learn to exploit it if you're serious about defending yourself.)

Here's how the flanking movement operates. Imagine two groups of soldiers facing each other. They're pretty evenly matched as long as they remain facing each other. If one group starts a flanking movement, they'd do so by splitting off a squad and sending it off to one side of both groups. This splinter force then runs forward so they're alongside their enemy, looking down the row of opponents. For the flanking, splinter group, all they have to do is aim down the enemy line and start firing. The enemy is in a cross fire coming from their side and front. If they retreat, advance, or hunker down, they're in big trouble.

Double flanking movements aren't ever made since troops would be firing toward each other (for the same reason, ambushes normally occur on only one side of a trail or road). Therefore, if you can determine where a leader is sending his flanking squad, you can often avoid getting caught in their cross fire. But it's tricky.

It's feasible to counter a flanking movement by extending your line or moving in various ways; it's better to be the first to do the flanking. If you're in a group, explain the principle of flanking and practice this beforehand. And remember to keep everything simple.

(If you're defending a position it is also possible to adopt a circular or star shape deployment of your troops. This will prevent a foe from being able to flank you. This arrangement allows you to be surrounded and finally pounded with mortars or air attack, however. So it's an even better arrangement to remain mobile and not get trapped in one spot.)

If you're in a large party, be sure the group is spread out so your band doesn't become one large target to anyone that could be firing at you. This is also important when you're traveling. The only exception is when you cross a road; everyone should run across at once. This will not give a person watching the road a chance to bring his

weapon into play (as he could if you went across a few people at a time). Even then, you should be spread along the length of the road.

If you're retreating or advancing under fire, don't move from a safe spot until you've spotted a safe spot to run toward. Once it's found, run right to it and — when you get there — don't pause before flopping down or dodging behind it. That hesitation, when you get ready to stop, makes it likely that you'll be hit by a bullet. Start and then get behind cover. Don't waste time in the open when someone is firing at you.

Unfortunately, inexperienced fighters try to carry everything but the kitchen sink in combat. A backpack full of everything you might ever need in the fray is worthless if it slows you down or gets you hung up on branches or barbed wire. All you need is a rifle, lots of ammunition, proper clothing (including boots and a hat), a pocket knife, a first-aid compress, matches, and a canteen. More than that will slow you down and get you killed.

Fighting is not always the best solution to survival. As noted elsewhere, this is very true with guerrilla warfare. In such a case, hiding or fleeing may be a better option for reaching old age.

You may find yourself being hunted by large numbers of trained troops. All would not be lost — if you know what to do. This is especially true if you are in a meager group.

Your enemies will try to box you in.

To avoid being boxed in, don't let yourself be pinned down by trying to fight infantryman, especially as they are first deployed (particularly if they have helicopters). Defending yourself will allow them to pinpoint exactly where you are. Not shooting and staying hidden will force troops to spread out.

If you are operating in a territory you are familiar with, you will have advantages over your opponents. People assume that swamps, jungles, or mountains are essential for effectively running a guerrilla organization. Actually, almost any region of the world has hiding places and terrain features which those familiar with can manipulate to their advantage. Whether you're on a grassy plain, or in a city, know the territory and think of hiding places your oppressor will be unaware of.

Eluding soldiers when they first start their search will cause them to wear themselves down. Once that happens, they'll start getting sloppy. This will give your band a chance to hide and not be seen until the enemy "net" passes you. Remember that a large group will often place observers on high ground or in planes. Be careful to stay out of sight and avoid open areas.

As you drop back from the first group deployed to search for you, watch for spots where searchers would easily miss you. If you discover such a site, all but one of your band should hide. This "last man in"

then inspects everyone's camouflage to be sure they're concealed. If everything is in order, the last guy hides.

When the troops finally come into the area, everyone stays hidden **UNLESS** one member is discovered. If this happens, everyone jumps up and you fight to the finish. Otherwise, the troops will search and find the group one at a time. If you fight when one of you is uncovered, you might still survive.

If a hiding spot isn't found, as your group retreats, a little sniping will hamper the enemy advance and diminish any "gung ho" efforts to capture you. The sniper(s) should aim for leaders (spotted by how they give orders, special equipment like binoculars, or a radio man close by, or lack of a rifle). If the troops are using dogs, it's very important that these animals be "wasted" to hamstring the search. (More about sniping in a later chapter.)

The time you are apt to successfully slip through an army's "net" is in the night **PROVIDED** they don't have night vision equipment. Other suitable periods are when the troops stop to eat, make plans, or set up camp. Organized troops engage in many such activities; these give you extra chances for escape. Another plus you'll enjoy is that the larger the organization, the less the individuals care about what they're doing. After they are at a task for a while, soldiers may lose interest, especially if you've been sniping at them. When they become lax, that's your moment of opportunity to slip through their lines. Once you're out of their net, be careful not to be seen or the whole process may start again.

Combat isn't like it is in the John Wayne movies. Your body does strange things under extreme tension. Vomiting and diarrhea aren't rare (the latter is why few armies wear jump suits into conflicts). If you're engaged in extended combat, you'll probably not be hungry in the least (that's why food wasn't on the short list of combat needs above).

Your adrenaline will be flowing. It's easy to fire a weapon accidentally and to kill one of your own members, or to give away your position. So don't place your finger inside the trigger guard until you're ready to shoot. Your loaded weapon should be directed so an accidental discharge wouldn't injure one of your group.

Winning is what matters in battle. The only thing that matters in these encounters is who survives. There aren't any second-place medals given. All that matters is that you win. Don't play by any rules and don't expect your opponent to, either.

Don't plan on taking prisoners. And don't expect to be taken prisoner. Most fighting in actual combat is to the death or until a fighter is wounded and withdraws. If you are captured, expect to be tortured and eventually killed. If you're prevailing against a foe, plan on either killing him, leaving the battlefield while he's "buttoned up," or let-

ting him escape. Prisoners are trouble and will often cause you to get killed.

Killing someone in self-defense is less apt to trigger mental or emotional problems than if you were to cold-bloodedly murder them. The exact reason for this is a puzzle to most psychologists — but it's a fact. Human beings are “wired” to allow self-defense without guilt but not murder.

(While on the subject, many people assume that the “Thou shalt not kill” of the Ten Commandments applies to self defense. In fact, it doesn't. This mistranslation entered into the King James translation of the Bible (and which liberal theologians have further bent out of context). An inspection of a modern translation shows that it should read, “Thou shalt not murder.” A careful study of the rest of the Bible shows that God often had Moses and other leaders of the Israelites make war and slaughter their enemies. If you're concerned about what the Bible says, then you must concede that God wasn't speaking from both sides of his mouth — the commandment applies only to murder, not self defense or encounters in war.)

At the same time, realize that killing someone in self defense will be traumatic. Think about it and understand that it will be justified for your self protection and for your fight to obtain freedom for your country and its people.

Going on the Attack

If you're serious about freeing a country of a tyrant's troops, you have to go beyond simple sabotage of equipment and utilities. Somewhere along the line, you may need to attack enemy soldiers.

You may not feel comfortable with this. It will entail killing or being killed. The risks will be large. If you have doubts about yourself, you should avoid such fighting. It's better to do harassing damage than to hesitate at a critical moment and get killed. If you're dead, you'll be doing little to help free your country.

The best way to battle a despot's troops, is to engage them on your terms. If feasible, you should fight in urban areas, fight only a few enemy soldiers at a time, and engage in ambushes which give no warning of your impending attack.

While most of us think of ambushes as being lines of soldiers hidden in the boulders above a trail, they can take other forms. An ambush might be a knife attack of a lone trooper. It could be a sack of bricks dropped from a roof top. Perhaps a molotov cocktail thrown into a high official's car. The point is that they are unexpected and overwhelming. If they fail, the attacker can often vanish in the confusion. When they succeed, enemy bodies shouldn't be left behind. Soldiers who simply vanish are less apt to trigger reprisals than if their bodies are found with bullet holes in them.

The "tools of the trade" in one-on-one attacks don't always have to be firearms. In fact, clubs or similar weapons can be better in many areas since they make considerably less noise. A hammer, baseball bat, or hand ax blow between the shoulder blades or at the base of the skull will take a soldier out of action for the duration.

Silenced firearms are sometimes used in clandestine attacks. Silencers aren't as quiet as one might hope. Silencers are also hard to obtain or build. The one exception to this is the contact silencer. It's made by creating a funnel-like attachment on the end of a fixed barrel (usually a small caliber like the .22 LR). Provided the end of the funnel is tightly pressed against the skin of the victim, only minimal sound is made with the shot. The close proximity of the barrel also forces the gases propelling the bullet into the wound so that it is much worse than would otherwise be the case. The shortcoming of the contact silencer is that it requires good positioning to work and the blood blown out of the wound can plug the barrel so a second shot may wreck the gun.

Whether your ambush is of one enemy soldier or of a platoon of troops, there are two ploys that can help it succeed. One is the diver-

sion. A diversion is any action that gets your enemies looking or traveling to the wrong spot for an attack against them. It can be as simple as a man jumping up, waving a gun, and then running off so the troops will follow him, or as complex as a series of blasts along the perimeter of a base to allow you to attack a point at the other side of town. The second ploy is the use of a decoy. The decoy is like the "fake duck" which acts as a lure to bring other birds into range. It may be a "prostitute" leading soldiers into a room where they are ambushed or a story of a weapons cache location that takes a squad out to the boonies to be ambushed. Both the diversion and decoy are important tools in ambushing. Give some thought as to how you can create them to give you an extra edge in your activities.

Attacks can also be staged to appear as accidents. This is an especially important tactic if there is the possibility of enemy reprisals against innocent civilians. Hit-and-run driving attacks on soldiers on the street or placing troops who have been killed in conventional attacks on train tracks, dark highways, or the like are options. All could succeed — especially if the autopsy techniques of your enemy are poor. You need to put in some creative thought. You must also be rather ruthless.

Both the Nazis as well as many communist countries have practiced the atrocity of killing innocent citizens following the attack of guerrilla fighters. This can be effective if the guerrillas allow it to be.

Not killing soldiers but rather stripping them of their gear might be possible on occasion. This tactic would probably prevent reprisals. But this is highly impractical in real life and would rarely be possible.

Another possibility would be creating fictitious "groups" to take responsibility for the actions. Notes could be left behind or phone calls made to TV and radio stations. Your attacks could be attributed to a fictitious group named after a neighboring city or other organization. Perhaps the "Soldiers to Return Home" or the "Communists for Peace." You get the idea. These could create a lot of confusion as to who was responsible for the act. (Iran and Syria have apparently been pulling this trick for years in Lebanon and have managed to avoid any overt reprisals from the West in the process.)

You might also be able to use reprisals to turn the tables on the oppressors. One way of doing this would entail attacking the firing squad or other troops involved in the execution. If troops — especially high ranking officers — knew they would be marking themselves for death by engaging in atrocities, they would soon lose any desire to take part in the activities. Ideally, retribution would be sudden and occur as the firing squad (or whatever) was acting. If the victims could be saved, this would be ideal — but probably not likely. Such action also demands that a large band be available and the enemy could easily create a trap if they knew a rescue attempt would be made.

Although it is not ideal, guerrillas can commit "counter atrocities" against the oppressors. These could be exercised by mutilating bodies, having troops disappear never to be seen again, or taking high government officials hostages or even killing them in exchange for reprisal killings. These practices are quite dangerous to carry out, however. The extra effort increases the chance of detection. Too, the guerrilla force itself may have splits within its members since some will not be comfortable with these tactics. Likewise, this "dirty work" can quickly force public opinion against the guerrillas. Therefore, such tactics are not entered into lightly and are probably best avoided. You'll have to be the judge the suitability of similar procedures.

It's also conceivable that skilled guerrillas could force the tyrannizers to aid the freedom fighters. Suppose, for example, that a neighboring town has civic leaders who were cooperating with the invading army. In such a case, the guerrillas might engage in their activities in the neighboring town, perhaps even leaving "clues" that implicate the civic leaders. If the oppressors hang their own collaborators, they'll be furthering the guerrilla movement. These tactics are pretty bloodthirsty, but should be considered.

Perhaps the best solution is to avoid killing enemy troops. Rather, they should be made to appear incompetent. Their equipment should be sabotaged. Troops should be encouraged to abuse drugs. "Mickey Fins" could enable guerrillas to strip troops of their gear; the soldiers would be left alive to be found the next day. Such tactics could gradually be escalated short of killing troops and force leaders to endure more and more. Great skill and care would be required to handle the operation, but it could be done.

If killing is an option for you, and you're serious about driving out an invader or ending tyranny, sniping can be a very effective tactic. Although it remains doubtful that a lone sniper can change the tide of a battle, there's little doubt that a sniper can have a devastating effect on the morale of an occupational force.

Sniping is greatly misunderstood in the West. Part of the reason for this is that about the only examples of "sniping" seen in the US are those displayed by basket cases or criminals. But the mass murderer shooting from a bell tower is no more a sniper than the lone gunman shooting school children on a play ground is a soldier. In fact, both are simply nuts or terrorists (the distinction between the two often being rather small).

For the guerrilla, sniping costs little. Expenditures for ammunition and equipment are minimal. Only one or two people are required in the operation. It's ideal for the neo-guerrilla. The tactics for the neo-guerrilla are simple. He must hit only one or two important "targets" and then escape to fight another day.

A skilled sniper picks out only one or two important targets at a

time. He doesn't necessarily kill them. Alive they cause greater expense and worry than if they are killed. A man in the hospital is a constant reminder of what can happen; soldiers lowered into the ground or shipped home in metal boxes are quickly forgotten by occupational troops.

After the sniper makes his one or two shots, he must quit so his enemies won't have time to locate and kill him. Skilled sniper attacks take planning, require shooting skills, and demand discipline since it's important to stop firing and retreat even though good targets are often still available to the sniper.

The stakes in sniping are high. One small error can spell the death of a sniper. The sniper will normally be facing numerically superior forces who are trained fighters and who control the territory in which he operates.

While it may seem that the quality of the sniper rifle would be the most important consideration for such exercises; in fact it isn't. For the neo-guerrilla, the simplest of firearms could serve to carry on sniping. If the freedom fighter can limit his sniping range to 100 yards (a practical range in an urban or rough-terrain area), then it would even be possible to utilize a .22 rifle for carrying on sniping. If his goal is only to scare or wound, the maximum of the .22 rifle is extended to 150 or even 200 yards. Over that distance, the .22 LR is not apt to create very impressive wounds. But it will still wound and its low retort can be used to advantage.

This is especially true in urban areas. Because of the low velocity and report of a .22 rifle, it's practical to fire the guns from deep inside a building and have those outside be unable to discern where the shot came from. Furthermore, it's even possible to have the shot's sound covered by noise like construction work or heavy traffic. This makes the .22 LR an ideal harassing round in urban areas where the distance to a target is short and many likely shooting positions exist.

The sniper's rifle need not be overly accurate at 100 yards. Many rifles are capable of constitutently hitting within 4 or 5 inches at this range. This means they are capable of hitting a man-sized target if the shooter does his part. Since the sniper is only going to make one or two shots and then vacate his position (or — rarely — lie low until the turmoil he's stirred up passes) a single shot or bolt-action rifle would be suitable for sniping.

It's impossible to cover all the rifles suitable for employment as a neo-guerrilla sniper guns. But there are a few very good and inexpensive rifles on the market which might be so employed. With .22 rifles, the Ruger 10/22 and 77/22 variations are excellent. Marlin lever, semiauto, and bolt-action .22 rifles are all inexpensive and fairly accurate.

The Charter Arms AR-7, Marlin "Pappose", and Feather Enter-

prises AT-22 are three excellent .22 rifles which are especially attractive since each can have its barrel removed. This makes it possible to break them into small packages very quickly. Disassembled they could be sneaked in and out of an area with little chance of detection. All three carry low price tags and have reasonable accuracy.

The .223 is an excellent sniper cartridge. The ballistic arch is flat and its recoil low. Ruger's M77 Mark II is first choice of the bolt-action rifles. The Ruger Mini-14 and AR-15 mentioned previously are good semiauto choices. Almost any hunting or military rifle will also serve. The only catch with cartridges larger than the .223 is that their recoil is greater since they are more powerful than is needed. But nearly any cartridge can be pressed into service.

To create maximum wounding capability, it is best to use expanding bullets in a sniper rifle. These can be created from military cartridges by simply filing or cutting off the very tip of the bullet so the lead is exposed. This small alteration won't affect the functioning or accuracy of the bullet but will cause it to expand upon impact, creating a larger wound and expending its power in the body of your target.

With the .22 LR bullet, a hollow point is nearly essential with the hyper-velocity rounds being most ideal. Poisoned bullets could be fabricated IF the death of your target is crucial. These can be created by adding a poisonous chemical to a drilled-out hole in the nose of the bullet. Suitable poisons are hard to find and this is generally more trouble than it's worth. Furthermore, such a bullet might again cause your enemies to retaliate against innocent citizens.

Scopes are normally found on sniper rifles but not essential. Within 100 yards, iron sights can be nearly as accurate as a scope. The most suitable scopes for a center-fire sniper gun are from 4x to 6x power; these are as accurate as more powerful scopes and give a wider field of view. This makes the target is easier to locate.

(If you're purchasing a scope for "storage" and possible later use, purchase a brand name scope. Avoid adjustable scopes, high powered scopes, or wide-field scopes. Buy a quality fixed-power scope instead; you'll get more for your money.)

You'll not get off even your first shot — let alone survive its aftermath — if you don't remain hidden. Good camouflage techniques can help you survive and get in your shot. One important way to remain concealed is NOT to pick the most obvious spot to snipe from. Avoid tall buildings, open windows looking onto streets, hills, etc., since this is where trained soldiers will be looking for a sniper. These spots will draw anti-sniper fire. Instead, pick a spot that isn't so obvious.

While military sniper posts can be very elaborate, you should plan on using a spot only once and then abandoning it since it will soon be overrun after your shot is fired. Devise an escape route, and be prepared to leave your weapon behind so attention won't be drawn

to you during your escape.

A "sniper post" must give you one clear shot at the area you expect a target to be in. It need not overlook any other areas. The post must also allow you to enter and escape the post without being observed by your enemy — or would-be informers.

Obviously, once you've left your post, you must also be able to "blend in" to those in the area. Again, this probably dictates leaving your sniper rifle behind or using one that can be quickly disassembled and concealed. It also means wearing normal clothing and having a good reason for why you were in the area. Leaving the weapon behind will dictate that you either have other weapons, make only one sniper attack, or will "pick up" weapons for sniping in the near future.

Military snipers normally operate in pairs. This enables them to locate targets with greater ease. It also helps in range estimation, giving corrections if a target is missed, and offering observation of the area while one team member is eating or sleeping. Working in pairs is ideal for guerrilla sniping but normally isn't practical. Too, one man is better able to keep the incident secret and also more apt to escape in the confusion after his attack.

(For a detailed look at military sniper tactics, see the U.S. Marine Corps SNIPING manual and the US ARMY SNIPER TRAINING MANUAL TC 23-14; reprints of these publications are available from Paladin Press. Readers may also be interested in my book, MODERN SNIPER RIFLES, which gives the merits of various sniping rifles and the scopes and other equipment used with them; this is available for \$17 from Paladin Press, P. O. Box 1307, Boulder, CO 80306 800-392-2400.)

Night Fighting

The night has always been a bad time to fight. It's hard to see. Cover is difficult to find and enemies troublesome to locate. Until recently, however, everyone was equally blind. But that's changed. Quality night vision equipment is exploited by the US military and law enforcement communities, and has spread into the militaries of Eastern Bloc countries along with the USSR. And we're not talking of the crude night vision scopes of a few years back. Even Soviet troops are now seen with state-of-the-art apparatus (though designs are often "borrowed" from Western engineers).

Consequently — whether you find yourself battling American troops representing a despot or are in a RED DAWN situation — chances are you'll face a foe with night vision equipment. Not all is lost, however. There are some counter measures you can take. Most minimize the danger. Others can actually neutralize it.

First, however, it's necessary to understand the principles of night vision apparatus. There are three types of families of night vision equipment: Active, passive, and thermal imaging.

Active (or infrared) equipment is the oldest of these. It was first fielded in WWII. Until recently, such outfits were employed by the Soviets. They are still seen in "backward" countries. This old equipment undoubtedly is in storage with the Soviets. It might be deployed against neo-guerrilla fighters following an invasion. Active gear is also still utilized "behind the lines" for drivers traveling at night while using infrared car headlights.

The reason active gear is being phased from combat is that it must have an infrared source to "see." This light is visible with other night vision equipment on the battlefield, so that sources of infrared light have become targets of choice at night. Infrared sources have become the equivalent of shining flashlights at night in combat.

During the Vietnam era, the US Military developed passive night vision scopes (also called "Starlight Scopes" or "IIs" — "Image Intensifiers"). These are very similar to TV cameras. The devices boost available light to the point that an image is created. This "TV" picture is then displayed at the rear of the scope. Passive systems need at least a little available illumination to work. They don't function in extremely dark environments. But they will function quite efficiently with moonlight, the horizon glow from city lights, or starlight when the sky is clear. The effective ranges for passive systems are from 150 to 2,000 meters.

In addition to being used with telescopes and rifle scopes, image

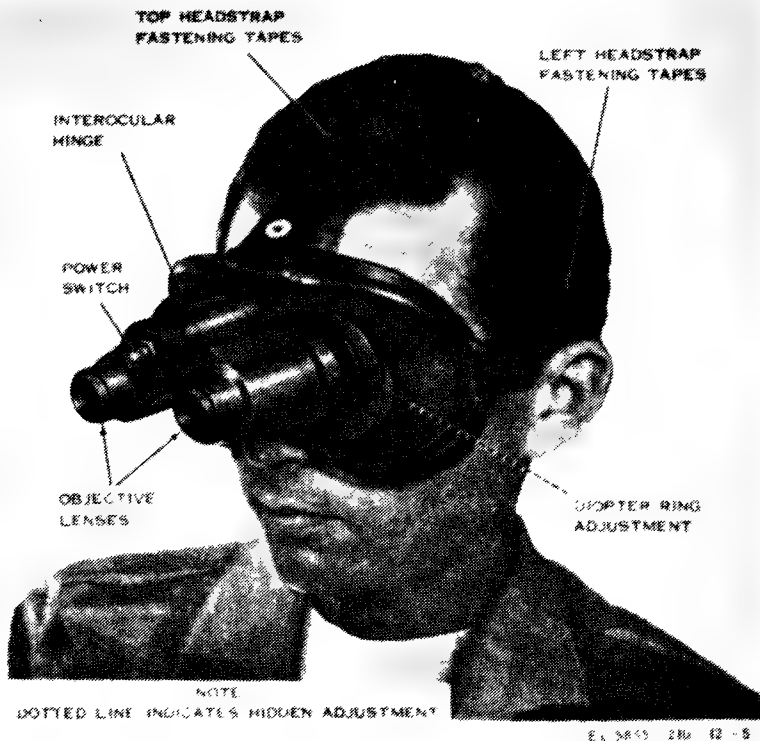
intensifiers are currently enjoying even wider use with helicopter pilots. These devices are incorporated into goggle-like viewers that allow for hands-free operation of the aircraft while observing through the passive equipment. These are generally known as NVG (Night Vision Goggles).

Image intensifiers (as well as older active scopes) can be mounted on sniper or standard rifles. In addition to allowing the observer to see his surroundings, they act as a targeting scope. This creates a dangerous combination since the user can instantly fire at his enemy.

Image intensifiers can also have a remote viewing screen. In such a case, the passive system is usually referred to as an LLLTV (Low Light Level TeleVision). The camera half can be mounted on a servo motor on top of a roof or pole, just like a standard surveillance TV camera. This signal can then be piped to guards inside buildings. The cameras might also be placed on remotely piloted drone planes or other vehicles. Currently, the deployment of LLLTV is expanding. It will probably become a common feature around all government buildings in the near future. Because of the fixed positions of many



Developed during the Vietnam War, Starlight scopes (like this one shown on an M14 rifle) have proven to be effective in turning night into day for the sniper. Big drawbacks to the sighting system are their weight, expense, and the eye fatigue they cause to the user.



NVG (Night Vision Goggles) are used by helicopter pilots and drivers. These devices are not overly comfortable but enable the user to operate equipment with "hands free" night vision.



Active night vision systems, like this one mounted to an M14 rifle, are not too practical on the modern battlefield. The infrared light source (the highest assembly over the rifle) acts as a spotlight to other night vision equipment.

LLLTV cameras, they might be whacked by a skilled guerrilla sniper.

The third type of night vision device is the thermal imaging scope. It "sees" in the infrared region. Unlike the older active scopes, thermal imaging equipment doesn't need an infrared source. Instead, it's sensitive enough to detect the infrared heat waves produced by vehicles, animals, or people. This means anything that's warmer than its environment becomes a source of "light" shining in the "darkness." Unlike active and passive scopes, thermal imaging also works in the daylight.

In addition to picturing objects in the open, thermal imaging can "see" several yards into thin foliage or through fog, dust, or smoke. This gives it the capability of picking out camouflaged people or equipment which are invisible to the eye in daylight, let alone in darkness. The effective range of these devices varies from 400 to 3,500 meters.

Both active and passive night vision scopes are man-portable. But technology has not been able to miniaturize modern thermal imaging equipment to that point. With the current pace of technology, it's likely that such devices will be available within the next decade. Thermal imaging devices are currently found on tanks, many helicopters, and other large vehicles and might also be employed in fixed positions or around sensitive buildings.

US helicopters have started a trend of mounting thermal imaging devices on moving platforms on the nose of the aircraft. These are coupled by a servo motor to a computer that monitors infrared beams to detect the movement of the pilot's head. Known as the FLIR (Forward Looking InfraRed), this imager mimics the movement of the pilots head and — by using a helmet-mounted viewer — gives him a thermal image of the spot he's looking at. The images can also be fed to TV monitors so various members of the helicopter crew can monitor what the pilot's observing.

The FLIR system greatly expands the vision capabilities of the helicopter pilot in battle. Attack helicopters also have a machine gun mated to servo mounts that follow the pilot's head movements just like the FLIR. With this system, what the pilot looks at, he can instantly shoot. Such systems are extremely dangerous to those facing them in combat.

So how do you avoid getting "burned" by all this night vision and thermal imaging equipment?

With active and passive gear, there're several points to remember. One is that these scopes give "mono" views. Cost normally prevents true "binocular" vision. Consequently, they give no depth of field to the observer. This allows camouflage techniques to be enhanced. So camouflage is actually more effective at night than it is during the day when you face this type of night vision equipment. Active and passive scopes are also monochromatic. This means there is little

contrast in colors. Therefore, the differences in color matching between camouflage and the environment are less apt to be notable.

Passive and active scopes on rifles cause eye fatigue since they offer a bright screen in a murky environment. This limits the viewing time of the relatively bright screen of a scope to a maximum of ten to 30 minutes at a time. With the relatively narrow field of panoramic field of these scopes, the area a man can survey is quite small. This means that many properly camouflaged objects will be missed with night vision equipment since a viewer won't have time to concentrate on what he's seeing for long. This means that camouflage techniques give you a better chance of avoiding detection at night (more on proper camouflage in the next chapter).

In "head on" combat, the advantage always is to the defender. The same is true if you're facing an opponent with night vision equipment. If you're wandering about, there's a genuine chance an antagonist will detect you. On the other hand, if you're holed up and your enemy is stalking through the night, it's possible you will hear and detect him maneuvering. Sitting tight is a good strategy when facing an opponent with night vision instruments.

It's also feasible to increase the odds in your favor by improving your innate night vision abilities. The night vision of the human eye can rival that of night vision devices, especially on moonlit nights or in areas where city lights are bright enough to make it hard to see the stars. Your night vision can be enriched in several ways.

One way is to increase the amount of oxygen in your blood stream. Generally, this means lowering the amount of carbon monoxide in your system since this gas mimics oxygen and attaches itself to red blood cells; this reduces your ability to see at night by decreasing the amount of oxygen routed to your eyes.

An important source of carbon monoxide in the human body is cigarette smoke. Therefore, not smoking and avoiding smoke-filled areas can increase your night vision abilities. In addition to making the eyes less effective at night, carbon monoxide also increases the time it takes for eyes to adapt to darkness. A smoker will be up to twenty extra minutes behind his non-smoking counterpart in the time needed for his eyes to adjust to low illumination. In addition to avoiding smoking, you should be careful not to ride in a vehicle with improperly vented exhaust fumes, and not to stay indoors where a furnace or fireplace is working improperly. Outdoors, standing in the smoke of a campfire will increase the amount of carbon monoxide in your bloodstream. Unfortunately, carbon monoxide stays in the blood for some time. Therefore, it is not simply a matter of avoiding these sources of the gas for just a few hours before darkness; rather, they should be avoided altogether.

Alcohol and marijuana also change the way oxygen is absorbed

by the body. Therefore, these, too, should be avoided since either will degrade your night vision.

The natural night vision of your eyes is also influenced by diet. A diet that is balanced will increase your ability to see at night. Vitamin A is — as your health teacher always told you — of prime importance in vision. Your physical condition is also important. Since your eye muscles can become fatigued just like any other muscle, being in good physical condition and having adequate rest are critical, if you're to see adequately in the dark.

The chemicals required for seeing at night can be depleted faster than they are created. This is especially apt to happen if you're in the sunlight. As the bright sunlight strikes the retina (a layer of cells in the back of the eye used for seeing), the chemicals in the retina are expended. The body continues to make the chemicals needed for vision but there may not be adequate amounts of them at night. In such a case, "the dark" will seem extra dark and your night vision will be very poor.

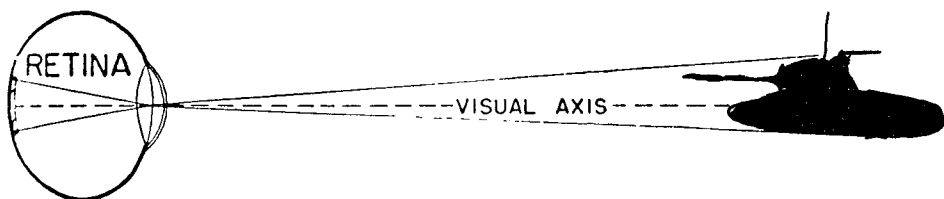
Sunglasses are, therefore, a necessity if you wish to see well at night. Sunglasses come in several gradients. Get the darkest type if you are trying to conserve your night vision. Avoiding the bright sunlight completely, even if you have sunglasses on, is also a big help. In effect, you can "save" your vision for the night time. (If you're trying to remain unseen during the day, be sure to wear a hat to keep sunlight from reflecting off your sunglasses.)

Even if you've taken care of your eyes, they'll still take up to 20 minutes to adjust to extreme darkness. Therefore, it's wise to stay in a darkened area for a time before "venturing forth to battle." This gives your eyes time to dilate fully so you can see at night. Also, be sure to avoid bright lights.

If you must use a flashlight, or enter a brightly lit area, closing one eye will keep that eye's pupil dilated. A person's eyes dilate independently. The closed eye will continue to be sensitive to darkness, despite the fact that the other eye's pupil has constricted and will take up to 20 minutes to readjust to the dimness. Some people find that red filters on flashlights or other light sources will also help preserve night vision. (Red light can't be seen over as long a distance as other colors. This also makes it ideal for night work.)

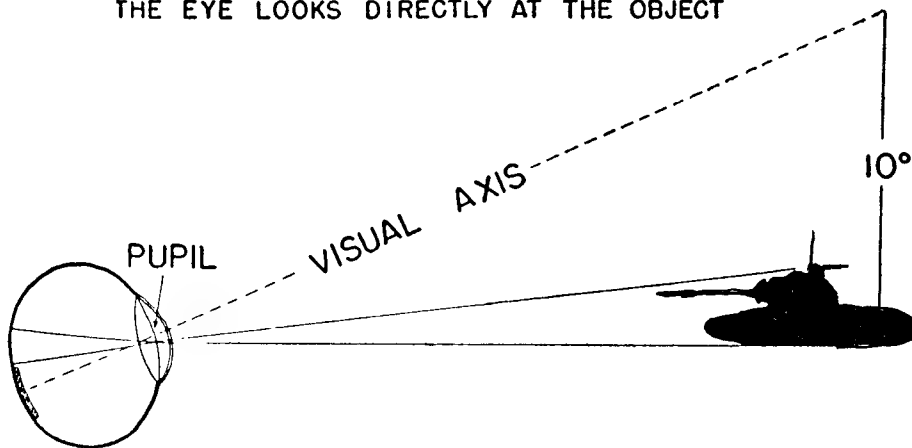
For the same reason, it's wise to avoid looking at flares or other bright lights being used by your adversary. These will ruin your night vision for several minutes. Illumination flares often create a distinctive "pop" when they're launched. If you hear one being fired, drop to the ground to avoid being seen and remember not to look at the flare. If you look at the brightly lit surroundings, be sure to close one eye to preserve your night vision.

It's important to save and maintain your night vision. It's also prac-



DAY VISION

THE EYE LOOKS DIRECTLY AT THE OBJECT



NIGHT VISION

The human eye sees best during the day by utilizing the central part of the retina. At night, things change. Best vision is obtained by looking around an object.

tical to "perform tricks" to enhance it.

Human eyes are designed to be best at perceiving color. The cells for discerning color are located in the very center of the back of the eye. The area around the color-viewing section of the eye is the part suited for seeing contrasts of black and white in dimness. Consequently, to detect an object in dim light, you should look **AROUND** it rather than directly at it. This allows the black-and-white/dimness part of the eye to discern the object. Conversely, staring directly at an object at night will make it appear to vanish, as it's lost in the "color" area of the retina. So, if you wish to examine something in faint light, look above, below, and to either side of it. This enables you to discern what's there.

Because you'll not be able to see anything by looking right at it, fighting at night — or just "watching" — can be hairy. Also, be prepared for your eyes to play tricks on you, as things seem to appear and vanish when passing through the "color" part of your field of view.

Minor visual cues can convey a lot of information. Be aware of the

distinguishing features of an enemy's uniform. Some of these may show at night, making it possible to identify a soldier. The silhouette of a helmet, the contours of a rifle, the scuffle of a heavy combat boot on pavement may all be clues that can augment your less-than-perfect vision at night. If you have "friendlies" about, you also need to have a way to distinguish between friend and foe at night. Passwords can also be useful in the dark, IF you speak them quietly, so that an opponent can't overhear.

It's a common misconception that blind people have their other senses enhanced by the loss of sight. In fact, this isn't true. They don't hear, smell, or feel any better than sighted people. But they do train themselves to take advantage of their remaining senses. You can do this, too. Spend some time in the darkness, paying attention to the messages relayed to you by your other senses. Detection of people by smell from some distance is viable, especially if they eat spicy food or smoke. Minor sounds travel surprising distances, especially over water or flat surfaces in quiet urban areas. Exploit your hearing and smell — not just sight — to detect things at night.

If you have to shoot a firearm, the muzzle flash produced by some weapons will dazzle your eyes. Most assault rifles have a flash hider, or suppressor, which helps minimize this flash. But, on shorter rifles with 10- to 16-inch barrels quite a fireball occurs with firing. This is also true with shorter-barreled revolvers. Be prepared to have your night vision messed up in such a case. If you reload or are purchasing your own ammunition — rather than getting it from enemy troops — you may also wish to experiment with different loads of powder. Some produce noticeably less "fire" than others do. (The bad habit — during daylight — of closing your off eye when firing may actually be an asset during the night since the practice will keep you seeing out of one eye.)

Minimal muzzle flash can give away your position in the dark. This is especially true if you're firing right at an enemy. Then, it's possible for him to notice the burning gases in the barrel of your weapon. Your shot, if you miss the target, or if there is more than one trooper, means you've just given a nice "here I am, hit me if you can" signal. You must learn to jump to a different spot after firing at night.

Some nightsights are available for firearms. These work well, though they can be a little fragile. If you can get one for your particular firearm, it would be a good idea. Currently, Armson's Trijicon inserts are the most readily available sight-adapters for many semi-auto pistols and military rifles. (For more information, contact Armson, Inc., P. O. Box 2130, Farmington Hills, MI 48018.) "Dot" scopes are also a help if you're ever forced to shoot at an opponent at night. Of these, Aimpoint's are the most ideal, since they allow both eyes to remain open; the scope's brightness can also be adjusted. This keeps you

from “losing” the dot in the center of your eye, where things are blanked at night. (This isn’t true with many radio-active element glow-in-the-dark systems. These often “vanish” when you bring your weapon onto target since the dot is rather dim and disappears in the color center of your eye.)

One shortcoming of the Aimpoint scopes is that they need batteries. But these batteries are readily obtainable and last for up to a thousand hours. The Aimpoint can also be used in daylight so there’s carry over in shooting techniques developed during the day when you fire it at night. The 2000 series of the Aimpoint can be mounted in standard 1-inch scope rings making them easy to place on a rifle, or — with B-Square mounts — a pistol. The scopes are available from many gun stores, or can be ordered directly from Aimpoint (580 Herndon Parkway, Suite 500, Herndon, VA 22070). Scope mounts for many popular rifles and pistols can be ordered directly from B-Square (Box 11281, Ft. Worth, TX 76110).

Tracer ammunition is also available to help find a target at night and will often be encountered in ammunition you’ve “borrowed” from your enemy. Tracer ammunition can be a mixed blessing at best. When fired, it tends to “point” back to your position. It does help show where your bullets are going, but you should be sure to fire and then scoot away from your position in case an observer saw your tracers.

Tracers can start fires in dry areas. But the bullets aren’t dependable for starting fires in equipment. The idea that a tracer fired into a gas tank will make it explode is generally false. IF the tracer punctured a gas tank and remained in the area, this might cause an explosion. What usually happens is the tracer goes on through the fuel tank without doing anything other than leaving a slow leak behind it. (Incendiary bullets are available with larger-caliber machine gun ammunition; these can create fires when they hit a target.)

Lasers, though they’re easy to use at night, are like a beacon to anyone operating night vision equipment. Therefore, treat them like a tracer round: flash the laser only long enough to locate a target, fire your weapon, and scamper to a new location. If you’re facing trained troops with night vision paraphernalia, a laser will be a doubtful blessing to you. It also isn’t of use if several people in a group have them; it becomes hard to decide which “bouncing ball” is yours.

As with firearms, you can obtain night vision gear by stealing it from occupational troops. This is best done in daylight when you’re on an equivalent footing with your adversary. Night vision goggles may be found hanging in vehicles or carried in belt cases. You may also be able to hunt operators of night vision scopes in the dark IF you happen to be behind them. In such a case, the night vision rifle scope may faintly show, if the user is careless and takes his face away from it while it is still on. With skilled users of the equipment, however,

chances are good you'll never see the devices.

For those who are stockpiling now for later neo-guerrilla action, you can also purchase passive and active night vision equipment. Active instruments would be of limited value since it's so easily detected. Passive equipment would be ideal — but it carries a price tag in the \$2,000-\$3,000 range, and is easily damaged if inadvertently used in brightly-lit areas. (If this price tag doesn't make these out of your reach, you may wish to contact Excalibur Enterprises, P. O. Box 266, Emmaus, PA 18049, or Standard Equipment Co., 9240 N. 107th St., Milwaukee, WI 53224.)

Binoculars and scopes can also increase your ability to see things at night. You can take advantage of these optical systems without having to shell out the thousands of dollars for a night vision scope.

Quality standard optics gather light. At night, they allow you to continue to inspect things in detail that your naked eye will fail to discern. One big shortcoming with binoculars at night is that they can be hard to focus. That often causes things at unknown distances to be blurred — and missed. New binoculars that have a fixed focus that keeps things sharp at all distances are now coming onto the market. These are much quicker at night and will help you keep from missing anything due to its being out of focus. Rifle scopes can also detect things you'd miss in the dark. They also make it possible to "zap" a trooper the instant you spot him.

Not all binoculars or rifle scopes help you see that much better at night, however. There are several important elements to look for if you need to augment your ability to observe at night.

One important feature is the coatings on the lens. These can determine how much light hitting the lens will be reflected and how much will go on through to reach your eye. The "quick and dirty" test for this is simply to hold the lens back a ways and look into it. A quality lens won't mirror your face or eye. A poor lens will give you a clear reflection of yourself.

A more accurate way to estimate how a modern optical system will actually perform at night is to find its "twilight factor". The twilight factor is figured by taking the power of the scope or binoculars (this number is the first number given in the specifications), multiplying it times the objective diameter of the lens (usually the second number after the "x" in the specifications), and then finding the square root of the result. This answer is the twilight factor number.

The higher the twilight factor, the better the scope will perform at night. Scopes with twilight factors from 16 to 20 range are capable of giving excellent pictures in moonlight. Those with plus-20 numbers would be useful even in starlight. The "standard" scopes with less than a 14 twilight factor are fitting only for daylight. You'll pay extra money for scopes with a higher twilight factor. But the price is worth

it and considerably less than a night vision device, which requires battery packs, special care, and maintenance to keep it operational.

The second important element is a scope's exit pupil diameter size. This is figured by dividing the objective lens diameter in millimeters (the second number in the specs) by the magnification of the lens (the first number); this will give the exit pupil diameter in millimeters.

If the exit pupil number is close to 7 millimeters (or slightly less), it will work efficiently at night. This is because 7 millimeters is roughly the size of the pupil of the human eye when it is fully dilated at night. It's important to check the exit pupil size of a scope or binoculars. Regardless of how high the twilight factor of the optical system may be, an exit pupil diameter larger than 7mm won't allow it to work efficiently. Consequently, a cheap scope with a relatively poor twilight factor can give a better view at night than a high twilight factor with a large exit pupil. This is because the light doesn't make it into the eye. Rather, it is blocked by the iris.

Exit pupils of less than 7mm work well — in theory. Usually, however, they have a poor twilight factor. Therefore, scopes or binoculars which have higher or lower exit pupil diameters rather than the "magic 7mm" are almost always inferior at night.

The final consideration is the power of the optical system: everything else being equal, the higher magnifications will give you a better night time picture. But they'll also make things hard to track and locate when the magnification goes above 9 or 10 powers. Too, they get real expensive if they are to keep a high twilight factor and a 7mm exit pupil size.

If your opponent is using night vision equipment, you should remember that the lens of binoculars or a scope will reflect AT NIGHT. While you may not be able to notice it, it will show to those using night vision accouterments. Therefore, be sure to do your viewing from the darkest shadows you can find and shield the lens (and other shiny objects) from the moon, starlight, or any street lamps.

If you are fighting without night vision equipment, don't assume that your enemy isn't. He may be able to see you as well as he could during the day — so don't stand in the open, or he may start a proverbial turkey shoot.

With a little know-how and common sense, you can operate and survive the night. You can survive — even if your foe has night vision gear.

Camouflage Techniques

Good camouflage techniques are an art. To cover them fully, a whole book would need to be written. But the rules boil down to 7 basic points:

1) Always avoid unnecessary movement. The eye is attracted to motion. Ever see an animal “vanish” by “freezing”? Lack of movement can sometimes practically make you vanish. Freezing is especially effective if your opponent is using passive or active night vision gear, since the pictures produced by such equipment tends to be a bit grainy.

2) Good camouflage avoids contrasts. If you’re in a lightly-colored desert area, don’t wear dark clothes. At night, wear dark clothes. Also remember not to silhouette yourself against the skyline or buildings. Never stand in the middle of open fields or a street.

Contrast also applies to temperature if you’re facing an enemy with thermal imagers. In such a case, you should try to have the same “signature” as your surroundings. Don’t contrast yourself to a snow-covered plain or stand close to a cold body of water. Do take advantage of times when the outside temperature is close to 98 degrees — human body temperature. Moving in close proximity to cows, horses, or game animals MIGHT be a practical way to avoid contrast to thermal imagers (though the chances of using this tactic are rare).

3) Most successful visual camouflage uses texture. Man-made surfaces tend to be smooth. Natural ones tend to be rough. This is what makes heavy burlap or rags so successful at camouflaging a person. This is also the principle behind the “Ghillie suit.” (Ghillie suits are available commercially from Brigade Quartermasters, 1025 Cobb International Blvd., Kennesaw, GA 30144-4349, for \$95-\$149 depending on the style of suit. These suits are also ideal for evasion when enemies have active or passive night vision equipment, though they will do little to hide your heat signature from thermal imagers.)

4) Shadows will aid concealment. Shadows cause things to lose their color, and to be harder to discern. Too, the eye is attracted to lighter colors; shadows tone light colors down. Just as you can hide in the shadow during the day, it’s also possible to do so in near darkness; this enables you to evade night vision gear. Again, it is wise to avoid getting into open areas or in areas which are backlit.

Most passive night vision scopes shut down or start streaking when exposed to bright light. This means that finding a shadowed area close to a light source can be especially effective when hiding from these devices — but be sure you’re not visible to the unaided eye.

To a thermal imager, “shadows” may also be created around a hot spot. This means you might have some success hiding from thermal imagers by getting into a “shadow” of a cool area next to a large hot spot. Lying on a roof next to a hot smoke stack, squatting next to rocks which have become warm in the sun, or kneeling next to hot generating machinery, could place you in such a “shadow.” These would make you hard to locate. The catch is that you also have to take care that you’re hiding from passive equipment and normal vision as well.

Rain, or very heavy snow, also creates “shadows” in most night vision equipment by blocking out light. With active and passive scopes, this is created by actually blocking the view and by scattering light from the sky or other sources. With thermal imaging, heavy rain or snow can absorb the heat before it reaches the viewer. An additional plus with rain is that it’s hard on electronic instruments. That means users of portable gear tend to wait for good weather rather than risk equipment. Traveling during rain storms — provided you use a little common sense — would be relatively safe if you’re facing night vision equipment.

(The US Military’s BDUs — Battle/Dress Uniforms — are treated with chemicals that reduce infrared signature. In effect they create their own shadows or concealment from thermal imagers. But this reduction is small at best, is reduced as the cloth “ages” and — in the case of overruns or “surplus” clothing — may be missing altogether. Don’t depend on BDUs to give you much protection from thermal imagers.)

5) Avoid shapes that may give you away. This applies to vehicles and to individual camouflage as well. If an object has the shape of a man or a vehicle, it will tend to be seen as such. If vegetation or other objects are strapped to the object, it will be harder for an observer to gain visual clues to identify it. This is especially true for an enemy using night vision apparatus. He already is under a slight handicap at distinguishing many objects due to the screen’s lack of color and grainy view. His mind is keyed to recognize the human form, vehicles, rifles, or similar objects. If he doesn’t see those shapes, he’s less apt to detect movement or objects which are suspicious. Breaking the outline of your body, firearms, or vehicles is therefore an important element of camouflage.

Another good way of avoiding being an obvious shape is to stay behind an object that is larger than you are. This hides you from view both from night vision equipment and — if the object is dense enough — from infrared gear, too. If you have to look around, consider a periscope or loop holes, rather than sticking your head out. Such ploys will also minimize your infrared signature.

6) You should always avoid hiding in obvious positions. This is

especially important in areas where there is little concealment. Hiding behind the one lone tree in an area will get you killed. That tree is going to attract a viewer's attention every time he scans the region. If you're close to it, you'll be sighted.

7) Noise will also betray you. Keep as quiet as possible. This is especially important in darkness when people start gaining more information from senses other than sight. This is important to those using night vision equipment, since the eyestrain produced by this gear causes the enemy to spend much of his time sitting and listening. If you're making a lot of racket, he'll be turning his scope toward the noise.

When on a mission, a guerrilla band should do a minimum of talking. Don't carry transistor radios (even if they're switched off — some electronic gear will cause them to make sounds). Strive to move through wooded areas without snapping twigs or shuffling through fallen leaves. In urban areas, wearing tennis shoes, rather than leather-soled shoes, can minimize noise. Provisions and tools which are carried, or are in pockets, shouldn't jingle around, thus making noise.

(For a more complete look at camouflage see my book MODERN CAMOUFLAGE available from Alpha Publications of Ohio, P.O. Box 308, Sharon Center, Ohio 44274-0308, for \$8.00 plus \$2.50 postage & handling.)

Fighting Vehicles and Aircraft

Aircraft and armored vehicles help make modern armies powerful and mobile. These systems move soldiers across the countryside quickly and can carry great firepower. No sane person would willingly take on a group of attack helicopters or attempt to knock out an enemy tank accompanied by an infantry squad. But, if you're waging a successful neo-guerrilla campaign, you may be forced to face such weapons if they get you cornered.

So it's always best to avoid confronting an enemy with such weapons at his disposal. But if you must skirmish with them, armored vehicles and aircraft aren't as invincible as many think.

A look at recent history will prove this. Aircraft — especially helicopters — are vulnerable to simple small arms fire. The US lost nearly one third of its helicopter force in Vietnam to an enemy that fought mostly with man-portable weapons. Soviet helicopters in Afghanistan were brought down on occasion by small arms fire. One news reporter was amazed to see an Afghan rebel pick up an AK rifle and — with a lucky shot that hit the pilot — bring down a helicopter.

Likewise, tanks and armored personnel carriers are vulnerable to very simple weapons like molotov cocktails. Again, the mountain trails of Afghanistan were littered with Soviet vehicles laid low by the simplest of tactics and weapons. It's possible for lightly armed fighters to prevail against armored vehicles.

Let's look at the "how to" of skirmishing with tanks and armored personnel carriers.

APCs (Armored Personnel Carriers) look a lot like tanks, but are lightly armored and designed principally to transport troops on the battlefield. Newer versions of APC, are often called IFVs (Infantry Fighting Vehicles) or AFVs (Armored Fighting Vehicles) since the soldiers can fire from inside of them. But they're basically the same for all practical purposes.

Most recent APCs (or IFVs or AFVs if you wish) allow the troops being carried to fire from the sides and back of the vehicle. A gunner controls a machine gun, cannon, or missiles to battle infantry or other vehicles. While APCs are more easily "knocked out" by anti-tank weapons than are heavily-armored tanks, getting in close enough to fire a weapon without being detected is often harder since more men are viewing their surroundings.

Once an attack is initiated against an APC, it will be able to radio for backup, and the troops may leave it to spread out and counter attack. So dueling an APC is about as tough as fighting a tank. (An exception to this may occur when ambushing a convoy of APCs. In Afghanistan, the Soviets tended to abandon vehicles — and crews — which were attacked. The other vehicles simply drove off. Should these tactics still be employed by those you're fighting, you might pick off the rear vehicle without having the others counterattack — but be cautious.)

The modern Soviet APC is the BMP. It carries 11 men in addition to a crew of two (though these numbers vary according to the loads, weapons, and tactics). The early model BMPs have a 73mm cannon in the turret; newer models have a 23mm automatic cannon mounted there, instead. Other armament consists of an ATGM (Anti-Tank Guided Missile) and a 7.62mm machine gun. The passengers can also fire from the sides and tail end of the vehicle. (Weapon's experts often call the BMP the "BUMP" due to its cramped quarters and its noisy, bumpy ride. Even among Soviet soldiers, the vehicle is not well liked.)

The US IFV, the Bradley Fighting Vehicle, is superior to the Soviet's BMP in many respects. It does have shortcomings. There are doubts as to how effective its armor is, and whether there is a fire hazard if the vehicle is hit by anti-tank rounds. But it is fast and infantryman riding in it are usually adequately trained. Weapons for the Bradley consist of a 25mm automatic cannon, a 7.62mm machine gun, and an ATGM connected to its image intensifier to give it day and night firing capabilities. It carries 9 men and a crew of two (though this again can vary). Soldiers inside the Bradley can fire from rifle ports using a shortened version of the M16 (AR-15) rifle. These port-firing weapons stay in the vehicle if the soldiers exit with their own personal weapons.

The US Marines employ a rubber-wheeled LAV (Lightly Armored Vehicle) which can be transported by air — even under a helicopter — and is less apt to bog down in mud. However, the LAV gives minimal protection from anti-armor weapons and is lightly armed with a single, turret-mounted 25mm cannon (though ATGM "strap on" assemblies are available for the LAV).

Following WWII, the Soviets were interested in producing quantities of tanks, rather than quality tanks. That changed with the introduction in the mid-1960s of their T-62 and — a bit later — the T-72 tank. The T-72 has a laser sight and an automatic loader for its cannon which reduced its crew size to three. (The automatic loader isn't a total success. It has a tendency to grab the gunner's arm or leg rather than a new cartridge. It then tries to cram the gunner into the canon; apparently numerous tank crews saw their gunner's career end in this manner!)

The T-80 was introduced in the 1980s. It is basically an upgraded version of the T-72. Its principle change is in the addition of composite armor, which makes it extremely resistant to rocket attacks, and a bit better engine. The T-80 carries 55 cannon shells; the T-72 50. Soviet tanks generally carry a mix of rounds including kinetic and HEAT cartridges; if they were facing a rag-tag guerrilla movement, it seems probable most of the cannon ammunition would be anti-personnel rounds.

In addition to the main cannon, the T-72 and T-80 have two machine guns. One is a 7.62mm coaxial gun mounted next to the cannon (and is aimed by moving the turret around toward the enemy). The other gun is a 12.7mm AA (Anti-Aircraft) machine gun mounted on the turret. The AA is usually fired by a man who opens the hatch of the turret and leans out to aim and shoot the weapon. Like most other contemporary tanks, the T-72 and T-80 are ground-huggers to present a lower profile to enemy gunners; they are only slightly taller than a man. (This height is a plus for you as it also makes the tanks easy to scramble onto if you must do so in combat.)

The M1 tank is the newest version fielded by the US. Its low profile is ideal for combat. It has a wide range of electronic gadgets including an image intensifier, and a computer that keeps its cannon on target, even when the tank is maneuvering about on rough terrain. Laser sights and a high-performance engine (with a rather short life expectancy and prodigious appetite) round out the hi-tech system. It carries 55 rounds for its main cannon and has two machine guns; one in .50-caliber and the other a 7.62mm weapon. Like the Soviet tank, the M1 is capable of laying a smoke screen, and utilizes composite armor to minimize the damage anti-tank weapons can do to it.

Tanks usually have foot soldiers, or an APC, along with them. Most people assume the infantrymen are seeking protection by the tank. Actually, it's the other way around. The infantrymen give protection to the tank from small arms fire and anti-tank weapons. The tank needs this protection, not because it has poor armament — it doesn't — but because it is so hard to see from a tank. This necessitates having the crew either ride with their heads out of ports — making them easy targets to snipers — or journey "buttoned up" inside the tank — where they can't see attacks coming from foot soldiers with anti-tank weapons.

So the first layer of defense with which you'll probably have to deal, if you're forced to take on a tank, is its infantry. (And possibly the infantry of other tanks, since tanks often travel in groups.) There are any number of ways to deal with infantry. The best in this case is precision rifle fire that quickly kills them before the tank can locate you.

The first target among the foot soldiers would be anyone who looks like the "fearless leader" (the guy waving his arms, wearing the

binoculars, or talking on a headset to those inside the tank).

Barricades can be created to slow APCs and possibly tanks. The only thing that will actually stop a tank is a ditch 6 feet deep and as wide as the length of the tank, or steel beams embedded in concrete; but slowing an APC or tank with a barricade gives you an opportunity to kill the troops working with the vehicle.

The simplest barricades are sawn-down trees (in rural areas) or junked vehicles in urban districts. This is best done on bridges or other stretches where the road is narrow and it's impossible to travel off road. Time permitting, a heavy roadblock can be constructed in the shape of a triangle with its point aimed at the approach an enemy will be taking. This shape gives strength to the barricade and permits members of your group to take shelter behind it to fire at the approaching vehicle.

Booby traps in the barricade or roadblock will make it harder to dismantle. If you lack grenades or other booby traps, much the same effect can be achieved with fake mines and traps.

Position mounds of earth with "trip wires" running to them, or dig holes in the road ahead of the barricade, and then fill them in so that it appears land mines have been placed. Realistic-looking "mines" can also be fashioned from painted dinner plates with a few odds and ends glued to them. Fake mines can be also as effective as real ones in slowing your enemy.

Such devices can cause vehicles to either avoid the route altogether, or deploy men to try to disarm what appears to be a mined and/or booby-trapped barricade. At that point, you can engage the soldiers with snipers if you wish to do so.

The best locations for barricades are just over hills, around curves, or anywhere the barrier is hard to see from on down the road. This will keep a tank or APC from blasting the barricade with a few rounds from its cannon, or with a missile. Provided you are protected from the blasts, you may wish to plant your fake mines in just the opposite manner, to allow them to be spotted ahead of time, so the tank or APC can waste ammunition clearing the "mine field."

If you can remove the infantry guarding the tank, you're ready to deal with the tank itself. If there is more than one tank, you must separate them. There are no set rules for this; exercise your imagination and remember that sometimes discretion is the better part of valor. If you have managed to kill all or most of the foot soldiers, simply retreating might be the best course of action.

If you're dealing with a lone tank, you can get to business.

Tanks aren't completely invulnerable to small arms fire. Rifle fire might be effective in "dinging up" view ports (though they're VERY skimpy targets), and the external fuel tanks often carried on Soviet tanks can be punctured. If the tank driver has failed to jettison these

tanks, the fuel will leak onto the tank, and could be ignited with explosive effect by a molotov cocktail (the chance of tracers or incendiary rounds igniting fuel is remote due to the high flash point of diesel fuel.)

If you're able to get above a tank — as might be the case in an urban area or on high ground — there are two other possible targets. According to fighters in Lebanon, it's possible to set off the ammo in Soviet tanks by firing down onto the vehicle. Point of aim is through the air vents on the vehicle's top behind the turret. Open hatches would also be possible targets if you can fire down on a tank that hasn't buttoned up. The interior of a Soviet tank has a lot of metal; a bullet inside a tank — even if it doesn't hit the occupants initially — often ricochets to wound someone or damage equipment. If you have anti-tank weapons, these are more effective against Soviet tanks when fired from above as well.

Soviet tanks have other design defects. Perhaps the most glaring problem is that the main gun can't be declined to hit targets within 20 meters of the tank. This means that once you get to within 20 meters of a tank, you'd be safe from both the tank's heavy cannon as well as its coaxially mounted machine gun. All's not perfect: the tank could run over you, the crew could pop up and discharge their guns at you, or the crew might have rigged a claymore mine-type device to the outside of the tank. But these are slight risks so you'd be in a pretty safe spot when you're within 20 meters of a Soviet tank.

This inability to decline the barrel is "balanced" by the inability of a Soviet tank to raise its barrel! This makes the current Soviet tanks especially ineffective in cities with tall buildings, or in very hilly country. These defects may be addressed in the future, but are glaringly apparent today.

Things get better (or worse, if you're Russian) with Soviet tanks. If you are within 10 meters from the tank, the crew can't see you unless they open up a hatch and sit in the aperture. So if you wait until a Soviet tank without its compliment of foot soldiers passes you, you can practically walk up to the tank undetected.

USSR tanks currently have turrets that rotate slowly. The turret on the Soviet medium tank only rotates at 15 degrees per second. That means that if the tank were moving away from you with its turret pointing the same way it is going, it would take 12 seconds for it to bring its fire on you. And that's even IF the tank commander reacted instantly to your attack. (Do bear in mind that the gunner or commander can pop up from the turrets and fire their personal weapons or AA machine gun at you WITHOUT rotating the turret. Always have a firearm ready to deal with anyone appearing in a hatchway.)

Afghan rebels had a unique way of making life short and miserable for those inside Soviet tanks and APCs. The rebels often soaked

themselves in gasoline when they saw vehicles coming down narrow roads. They then leaped onto the vehicle when it passed, ignited themselves, and jumped into an open hatch.

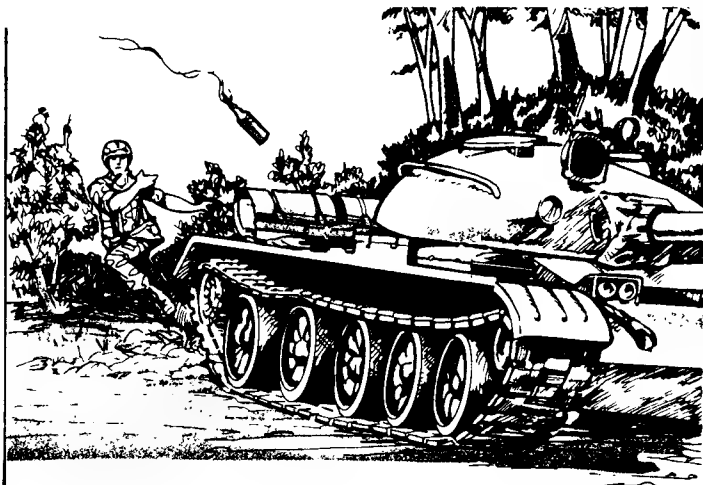
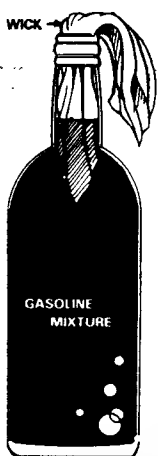
While this option is not valid for those who don't wish to sit at the feet of Mohammed, there is a similar "tool" that will have much the same effect. It's ideal for close-range weapon for fighting. It's universally known as the molotov cocktail.

These devices can damage most tank engines, and usually drive the tank crew from their vehicle. In fact, inexperienced tank crews will often exit their tanks if they hear glass breaking on the vehicles — for fear they're being hit by a molotov.

To "mix" a molotov cocktail, you need one glass pop or beer bottle. With the simplest version, you simply fill the bottle with gasoline and cram a rag into the opening. The rag acts as a wick. Before throwing the molotov, this wick is lit. The molotov is thrown, hits the tank (or whatever), and the glass bottle shatters, coating the tank in a film of gasoline. The wick ignites the fumes of the gasoline almost instantly. The result is a fearsome blaze.

But the burning gasoline tends to run off the tank. To prevent this, it's better to thicken the gasoline, so that it sticks to the tank and does more damage.

There are several additives that will thicken the gasoline. One of the best is styrofoam plastic which will dissolve in gasoline to create a sticky mess. Soap can thicken gasoline; melt the soap over a flame



The molotov cocktail can be a very effective weapon when mixed and used properly. The weapons are dangerous to carry and demand that the fighter get in close to hit his target. In addition to being useful against tanks, they can be used against other vehicles.

— well away from the gasoline — and add the melted soap to the gasoline after extinguishing the fire. Another method of dissolving the soap is to melt chips in alcohol and then add the mix to the gasoline. Motor oil can also be added to gasoline to thicken it (though this isn't as successful as soap or plastic).

(It should be noted that while making molotov cocktails is easy, most governments consider it a highly illegal act — including the US where simply mixing one up is a Federal offense. Even if you're willing to break such laws because you're acting as a neo-guerrilla, you can't be too careful with molotov cocktails: dropping one can turn you into a human torch.)

Hitting a tank (or APC) anywhere is going to be disconcerting to the crew inside it. But if you're really going to take the tank out of commission, you need to strike the right spot. The prime target for a molotov is the engine behind the turret. If an open hatch presents itself, that's more ideal. A molotov cocktail in the engine will normally disable a tank (though not instantly); one through the hatch will quickly remove it from action. (Soviet tanks are designed to be driven "buttoned up" and have a positive air system that allows them to function in a nuclear, chemical, or biological warfare environment. Nevertheless, they still tend to leave hatches open. This is because the inside of tanks are cramped and stuffy. Too, it's hard to see from inside a tank at best, so commanders and drivers often sit in hatch ports to see what is going on outside.)

Tanks, APCs, or other vehicles can be sabotaged when they are inactive. Should you encounter one that isn't manned, placing debris in its cannon and machine guns could cause them to rupture when they're fired. Spray paint applied to the bullet-proof viewports can blind the crew (this would also work in the field IF the crew let you carry this out — a doubtful proposition). And, of course, engines and treads are susceptible to damage from molotov cocktails, whether in operation or parked and empty.

If armed occupational troops are in your area, you will stand a good chance of "borrowing" very sophisticated weapons. Many of these can be wielded against tanks (along with trucks, jeeps, APCs, and helicopters). Just be sure you take weapons from enemy soldiers. Don't be tempted to confiscate weapons that "just happen" to be lying around; they're probably booby trapped.

(The same goes for flags, pens, toys, etc. The Soviets, especially, have a track record of leaving behind booby trapped toys and weapons. Also, if you ever intercept a truckload of weapons or other gear, be sure not to take it directly to your "hideout." It's possible "beepers" have been added to boxes or to the truck. This would enable your enemy to trace the equipment or truck as it is moved. Be very cautious with gear taken from anyone but soldiers in the field,

especially if the truck was poorly guarded and seemed to be inviting an attack.)

The satchel charge is a more effective weapon against tanks or APCs (and can be used against bunkers or buildings, too). The satchel charge is a packet of high explosives. Placing one next to the turret is effective in destroying a tank. The external fuel tanks, the engine compartment, and the suspension system are secondary targets. (You should bear in mind that disabling the tank doesn't mean that the crew is incapable of running the vehicle's weapons, even if the tank can't be driven.)

Satchel charges are very dangerous. Don't attempt to work with a satchel charge unless you're pretty sure of yourself. The satchel is simply a package of TNT, or C4 plastic explosive, wrapped in canvas or plastic. A fuse igniter starts the detonating cord. A time fuse delays the explosion to give the user time to berth the charge and then retreat to a safe distance.

Igniters for satchel charges vary. The US M60 igniter has a safety similar to that of many grenades, which must be removed before the igniter can be utilized. When this has been removed, the barrel is held in one hand, and the plunger ring at the end of the unit pulled sharply back and released. This ignites the fuse, which is fastened to the end of the igniter. (If the fuse has to be placed in the igniter, it can be secured by loosening the end cap of the igniter — sometimes a shipping plug will need to be removed first. The fuse is then inserted, and the cap screwed tightly to hold the fuse.)

If an igniter is not available, it's possible to ignite the fuse cord with several matches. To do this, it is necessary to split the cord and insert a match head inside the cord. A second match lights the head of the match in the fuse. The blazing match head creates enough heat to ignite the cord.

Normally a blasting cap ignites a satchel charge (or other explosives). If the satchel charge is unassembled, the blasting cap should be GENTLY inserted into the end well of the TNT. If the well in the stick is sealed, a sharp tool can "stab" it open. With C4, a hole is made with a tool in the material and then the blasting cap is inserted and the plastic molded around it. Do not force a blasting cap into position or put pressure on it since it might inadvertently explode.

If the blasting cap is not in place on the fuse, cut off several inches of the fuse and discard it (since it may have absorbed moisture). Then gently slip the blasting cap onto the cord. Don't force it; this can cause it to explode. Once the cord and fuse are together, VERY CAREFULLY crimp it 1/8 inch from the end closest to the cord to secure it. When doing this work, wear protective goggles and hold the fuse cord and blasting cap as far from you as possible, in case it explodes.

Another effective weapon that can be used against vehicles and tanks is the tube-launched LAW (Light Anti-tank Weapon). There are several types of LAWs. Most have a 5-8 pound rocket — containing an explosive warhead — in a fibreglassed cardboard tube. LAWs do NOT have a very good track record when employed against tanks. Most LAWs are very effective against APCs, fixed positions, or low-flying helicopters.

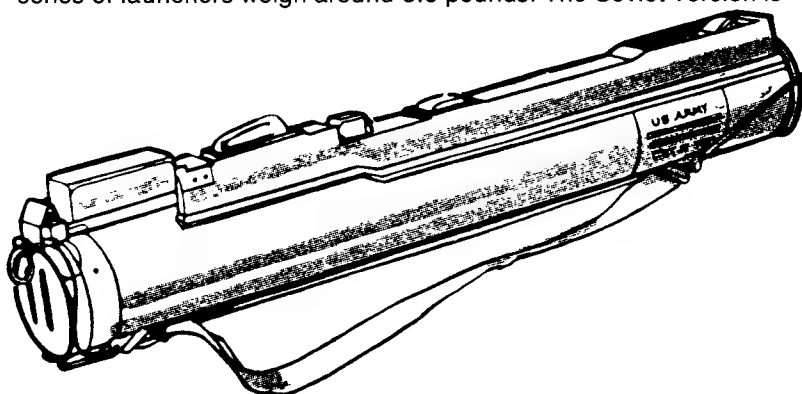
The LAW has problems with defeating armor on a tank because the armor is being improved faster than the LAWs are. New reactive and composite tank armor is capable of stopping or minimizing the damage of LAW rockets. Additionally, the LAW rocket is apt to glance off the curved shape of many new tanks. Consequently, the front of a tank is the area least apt to be effected by a LAW attack.

But the frontal attack of a tank is fool hardy for other reasons. Foremost is that its guns can blaze away at you. The crew is also apt to see you. So the heavy armor to the front of a tank isn't as much of a consideration as one might think. A LAW can be effective if fired at the back or sides of a tank. But do keep in mind the fact that it may fail. Always be ready to recover if the tank survives.

The LAW rocket is armed as it travels away from the launching tube; the minimum range for the LAW is 10 meters (so the user won't kill himself). Maximum range is 1,000 yards; but hits are pretty iffy at that range. The PRACTICAL MAXIMUM range is 200 meters for a moving tank and 250 meters for a stationary one. And 100 meters is better.

Firing instructions are often printed on the side of LAW tubes. These may include diagrams to walk you through the steps, even if you can't read the language the instructions are written in. (The instructions are also printed on the US Stinger missile.)

The Soviet LAW is the RPG-18. It weighs 6 pounds. The US LAW-72 series of launchers weigh around 5.5 pounds. The Soviet version is



US LAW 72 in its "carry" configuration. Though this weapon is a bit anemic for fighting modern tanks, it is possible to stop an armored vehicle with the proper tactics.

believed to be a bit more potent than the American, but both are nearly identical.

With these LAWS the firing procedure is fairly simple: (1) Pull the pin at the rear (LAW 72) or each end (RPG-18) of the launcher and remove the stern cover and strap; (2) Telescope the tube from the rear until it locks into place; (3) Shove the arming handle forward to release the safety (on the US LAW) or retract the rear sight to cock the weapon (on the Soviet); and (4) Aim and fire by squeezing the firing mechanism (on the top of the tube with the US LAW).

One important thing to remember: a LAW's back blast is very dangerous. When the rocket leaves the tube, a huge burst of flaming exhaust goes out the rear of the tube. The back blast will fry anything within a rather large radius from it. Outdoors you need to allow at least 15 meters of clear space behind most LAWS; anyone standing within 40 meters will experience discomfort. Be sure to give "drop room" for the rocket; fire from the kneeling or standing position if possible. Most LAWS are quite noisy, too. It's wise to wear ear plugs or muffs as well as goggles if you have them.

Indoors, you should allot at least 20 square feet of ventilation to the stern of a LAW. (If there isn't that much, opening the door to the room might help IF the door is to the rear of the direction you'll be firing.) You should also have at least 7 feet of ceiling with a rear clearance of at least 4 feet from masonry walls, and 4 feet of clearance from frame walls. Bear in mind that the back blast can ignite curtains, carpeting, or furniture.

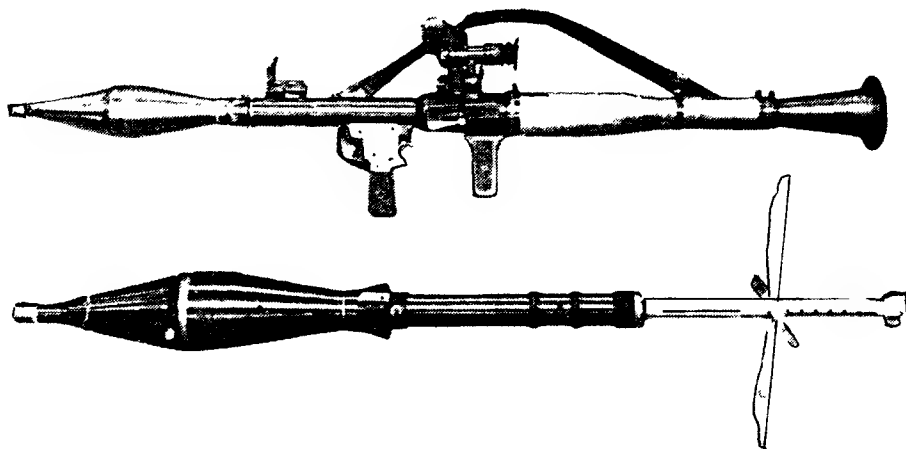
The range finders on LAWS vary. On the US LAW, the range finding sight has a vertical center line which shows the range in meters. On either side of the vertical scale is a curved scale. These three lines give the range of the tank. For a tank moving toward you or — more ideally — away from you, bracket the vehicle between the middle and outside lines. Bracketing the tank between the lines so they appear to just touch either side of the vehicle gives the correct inclination of the LAW for a dead-on hit. From the side of the tank, you should bracket its body between the two outside, curved lines of the sight. When the two edges of the tank line up with the lines, the range is automatically compensated for. If the tank is stationary, you can fire.

If the tank is moving at a moderate speed, keep the range reading on the US LAW lined up with the tank. Then move the sight horizontally so the nose of the tank is even with the middle vertical line of the sight. This will compensate for the tank's movement, and you are ready to fire. If the vehicle is traveling quickly, you must first find the range by bracketing the tank between the two curved lines (as before). Then move the sight horizontally so the nose of the tank is at the edge of the curved line, with most of the tank outside the sight picture. This will compensate for the time the rocket takes to reach the tank.

The RPG-18 has its front sight ladder graduated in 50 meter increments. Glow-in-the-dark inserts are on the 100 and 150 meter marks, if you target with the RPG-18, aim at the section where the turret and body of the tank meet. This is hard to hit, however, so if you fire over longer ranges, simply try to hit the side of the tank. Don't try angled shots as these have more armor to penetrate, and won't generally succeed. For best results, hit the tank at a 90-degree angle.

In addition to failing to penetrate armor, LAWs are sometimes messed up when they hit a searchlight, tool, or cable that's mounted on the tank, rather than the vehicle's armor. Also, be weary of obstacles in the rocket's path. Fencing, brush, or similar materials can cause the warhead to fire prematurely. (Cyclone fence or similar materials can also be employed to defend against the attacks. If you're using fencing to defend your own positions, it should be at least 10 feet ahead of the point you're protecting.)

The Soviets also issue slightly smaller shoulder-launched rockets. These are the RPG (Rocket Propelled Grenade) series of weapons. Most common of these is the RPG-7. The RPG-16 and RPG-16D are refinements of this rocket and are gradually replacing the RPG-7 worldwide in most communist countries. There are no equivalent of these rockets in US arsenals.



The RPG-7 series of weapons have no counter part in the US Military. Shown here is a launcher with an optical sight (top) and rocket ready to be fired. The lower rocket grenade is shown with its folding fins in their extended position as they are in flight.

For a time the Soviets appeared to be phasing out these rockets and replacing them with the RPG-18. But now it's believed that the new RPG-16s will continue to be issued. Even if the rockets are phased out, huge numbers of the RPG-7 have been made and dis-

tributed. Should East German, Vietnam, Nicaraguan, Cuban, or other "peoples' republic friends" be stationed in your district, chances are good you'll encounter the RPG-7 or RPG-16 rockets.

All the rockets in the RPG-7 series operate in basically the same manner. The launch tube for the rocket is reusable and made of steel with a wooden or fiberglass heat shield to protect the shooter's face from the heat generated by the rocket. As with other hand-held rocket systems, the RPG-7 produces no recoil, but does have a dangerous back blast (goggles and ear muffs are wise to wear when launching the rocket). The tube can be reused by simply placing a new rocket into it.

The rocket's warhead has a double-fused system. One fuse explodes upon impact. This explosion sends a stream of molten metal and spalled metal fragments into whoever happens to be on the other side of the armor plate the rocket hits. If the rocket fails to strike a "hardened" target, the second fuse system detonates the HEAT (High Explosive Anti-Tank) warhead after 3 to 5 seconds. This permits a rocket that has been stopped without exploding (by sandbags or soft building materials) to still do a lot of damage to the target.

To load the RPG-7, the manual hammer on the pistol grip assembly is cocked. The crossbolt safety on the pistol grip should then be engaged. The rocket's fin/propellant system may need to be removed from its protective tube; and the cap at the tail end of the warhead removed, too. The propellant is then screwed onto the warhead.

Once readied, the rocket is inserted into the tube. Care should be taken to line up the indexing screw on the rocket with the "U" cut along the top edge of the launcher. The rocket does NOT lock into the launcher in any way, though most rockets will "friction hold" to the tube, due to their paraffin, water-proof coat. The cap on the nose of the warhead should be removed just prior to firing the rocket.

Whether you're left or right-handed, the rocket launcher should be rested over your right shoulder for firing. This will enable the offset optical system to be utilized. The trigger can be fired with either the left or right hand. The off hand then holds the stabilizing grip. To fire the rocket, the safety is pushed from right to left, the sights aligned with the target, and the trigger pulled.

Unfortunately, things are not too easy in the "sights aligned with the target" part of these instructions. One reason for this is the tendency for the slow-moving rocket to be blown off course in a cross wind. The other is the poorly designed optical sighting system.

The RPG-7 can be aimed with either an optical or an iron sight (a night vision scope is also available but seldom seen in the field). The optical sight has a grid scaling system and some have a battery or radioactive element to light the aiming scale at night. The vertical lines correspond with the range in meters to the target. The horizontal lines

are for windage modifications as well as for compensating for target movement. The catch to aiming is estimating the wind speed.

If the wind blows the rocket, it pushes against the fins the most, forcing the tail end around, and making the projectile head INTO the wind. Thus, to compensate for windage, you must aim DOWNWIND of the target, not up wind, as is the case with rifles. Chances of hitting a NON-moving target at 200 meters with only a 7 MPH cross wind is as low as 30 percent. Therefore, it's best to fire an RPG-7 or RPG-18 at ranges around 100 meters with only mild winds — preferably blowing to the shooters back or front.

When the old models of the RPG were in use by the Soviets, the rockets were issued one per squad; it's likely that this ratio will be maintained with newer rockets, though there may be a mix of RPG-18 and RPG-16s issued. If so, this means that you might face these weapons should you be forced to battle a small group of communist troops. If you engage them in a short and successful ambush, you might also "borrow" their RPGs for later countering Russian armor.

Although, in theory, the RPGs and LAWs have minimal back blast in the form of smoke or "fire," they can stir up a lot of dust, and often make a modest smoke cloud when fired. You should therefore be prepared to scamper for safety after firing one of these rockets, since return fire may answer the launching of the weapon.

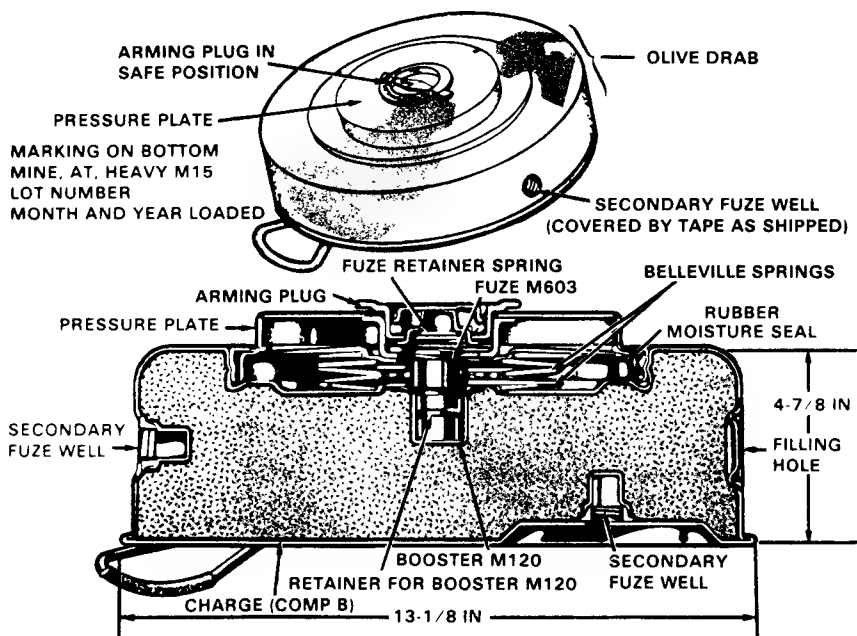
It's also possible to disable an APC with a land mine, hand grenade, rifle grenade, or grenade from a launcher. Of these weapons, only the mines are very effective against tanks. Mines are rather tricky to use, however.

Anti-vehicle mines are generally disc-shaped and about the diameter of a plate. Many require 350 to 750 pounds of pressure on their detonator to fire, making them somewhat safe to handle if they're armed (just don't drop an armed one). Normally mines are buried a few inches under loose soil. You don't want to mess with a buried mine if you can possibly avoid it, since they can be armed with more sensitive fuses for antipersonnel use. Therefore, if you suspect a mine is armed, it's best to leave it alone unless you're absolutely certain it only has an anti-vehicular pressure fuse.

Mines of various designs are armed a variety of ways. Many are armed by unscrewing the plug in their tops, removing a "safety fork" from the mine, placing a fuse into the mine, and replacing the plug.

Some mines (like the US M21) have a "tilt rod" on their top, which allows them to be buried; a pressure of just 3.75 pounds against the rod will cause it to tilt 20 degrees. This is all that's needed to explode the mine. (The M21 will also act as a pressure mine without the rod; then it needs 290 pounds to fire it.) Many mines also have a fuse plug with several positions so that an assembled mine can be safely carried. On US anti-tank mines, these are often marked in "Safe" and

“Armed” positions. Don’t attempt to turn the fuse plug to another position if it’s icy or dirty; it can jam and fire the mine!



An “exploded view” of an anti-tank mine (US M15). Guerrillas should approach the use of these weapons with extreme caution since they are hard to deploy properly without being dangerous to the user.

Don’t be tempted to move armed mines, or tie mines to ropes to move them into the paths of vehicles. Such practices are possible, but aren’t too practical and are very dangerous. (Also, don’t try to detect mines in the ground by probing for them with a bayonet; some modern mines are activated by steel. Use a sharp wooden stick for a probe. Probe at 45 degrees to the surface of the earth to avoid accidentally firing off a mine. Since anti-personnel mines may also be positioned with anti-tank mines, it is better to avoid probing for mines if possible.)

Just as tanks and APCs can be successfully engaged by lightly armed guerrillas, so, too, can helicopters and jets.

Like tanks, military aircraft should demand your respect. But, like tanks, they’re NOT invincible. But if you engage an aircraft, you must do it correctly, or your chances of survival are slim to none — with the balance landing on the none side. Avoid engaging an aircraft if possible. Once you take one on, make every effort to stay concealed, so it can’t chew you up with return fire or napalm. Don’t fire from the open or from lone buildings.

Helicopters are slower than planes and often work closer to the

ground. This makes them a bit easier to take on with small arms.

There are many types of helicopters. The ones you're most likely to encounter in combat are the types designed for carrying servicemen into battle and the attack helicopter (the two functions are blurred in the Soviet configurations of military helicopters).



The Soviet Mi-24 Hind series helicopters shown here carry a crew of from 2 to 4 and can transport 8 soldiers as passengers. The Mi-24 is not highly armored and can be more susceptible to a concerted attack by small arms.

The US first demonstrated the effectiveness of helicopter evacuation of casualties during the Korea war. The Vietnam War took this one step further with the "workhorse" UH "Huey" series of aircraft. The newest US version of this helicopter is the UH-60 which is

gradually replacing the older Hueys (though the older helicopters will be operated for some time with National Guard units). These helicopters are extremely versatile, and can carry 11 fully equipped troops.

The new UH-60 can also be outfitted as a medevac unit, or to carry loads up to 7,500 pounds on its fixed cargo hook. Modern helicopters are usually lightly armored with Kevlar and ceramics so they can withstand many direct hits from small arms fire. Cockpits are densely armored to protect the pilots; fuel tanks are usually self-sealing. The crew often wears flak jackets and helmets for additional protection from shell fragments and small arms fire.

The rough equivalent of the UH helicopters in the Soviet army are the Mi-24 Hind series. These carry a crew of from 2 to 4 and can transport 8 soldiers as passengers. The Mi-24 is not as highly armored as the UH-60 and would be more susceptible to attack by small arms.

Mi-8 Hip series of Soviet helicopters are designed principally for troop transport; one of these will have a crew of 3 and can carry 24 soldiers. Armor of the Hip series of aircraft is less than that of the Hind. Both the Hind and Hip will often have anti-tank rockets in addition to machine guns. The Soviets have other helicopters designed for transport. These won't often be seen in actual combat missions, since they have little or no armament.

The US also has several helicopters designed solely for attack roles. These include the AH-64 and AH-1S. These have crews of two; a gunner and a pilot. In addition to a nose-mounted machine gun, these choppers have various rocket and missile pods which can be mounted on them. The Soviet's M1-28 helicopters, as well as the Hind choppers fulfill this role in addition to troop transport. Attack helicopters are better armored, faster, and more maneuverable than transport/troop carrying helicopters.

US (and probably Soviet) helicopter designs are being upgraded so their main rotor blades can withstand hits from anything smaller than a 23mm gun; the smaller tail rotor blades are similarly armored. Many are made to operate after sustaining extreme damage (the main gear box of the UH60, for example, is built to continue functioning for at least 30 minutes without failure even if it loses ALL lubrication). Redundancy in duplicate piloting controls, dual engines, and so forth is also found on current helicopters. The engines and blades of helicopters are being designed to minimize noise and the heat of engine exhaust systems (both to limit detection by infrared viewing equipment at night and to minimize risk of hits by heat-seeking missiles).

The pilot generally sits in the front nose of the aircraft. If there are dual controls, the pilot is often on the left of the cockpit — though the co-pilot can also fly the craft. Crews are normally four or five con

sisting of the pilot, co-pilot, Warrant Officer (who doubles as a crew chief with four man crews), and two crew chiefs. The crew chiefs normally man the pintle-mounted, machine guns which fire from side doors.

Additional armament can be seen on troop-moving helicopters. The US has a "bolt on," NATO-standardized pod system and it's likely the Soviets and their satellites will adapt a similar configuration. Additional armament that may be found on helicopters includes rocket pods, chain guns, and ATA (Air-to-Air) or ATG (Air-to-Ground) missiles. Attack helicopters carry the weapons that are "optional" on the troop carrier choppers.

NVGs and FLIR (Forward Looking InfraRed) systems are normally found with all types of helicopters, thus giving them the ability to pick you out day or night, if you haven't been careful to camouflage yourself. Many helicopters are also equipped with a TF/TA (Terrain Following/Terrain Avoidance) radar. This allows a chopper to "hug" the ground in flight, avoiding visual sightings from the ground, as well as from enemy radar. Modern helicopters have more and more computer-controlled functions and TV-style display screens in them.

Modern helicopters use terrain to hide behind in combat. They pop up and fire at lightly armed enemies and then hide behind cover again, so that returned fire doesn't hit them. Unlike fixed wing aircraft, helicopters are often equipped with machine guns which can be fired at targets to either side of them. This is coupled with rockets and guided missiles which are carried in pods below or to either side of the fuselage; these can only be used on targets ahead of the aircraft — though a helicopter can quickly whip around to face an enemy. (While most movies don't give too realistic a view of warfare, APOCALYPSE NOW does give a fairly accurate idea of what helicopter warfare can be like when there is little effective groundfire to counter the choppers.)

Jet airplanes are hard to damage with small arms fire. Normally, they fly close to the ground and pop up to acquire a target at which point they release missiles or bombs. The weapons on a fighter jet are stationary; the pilot must aim the whole aircraft to hit his target. With most aircraft, this means that targets to the side of the plane can't be engaged without a long maneuver to get the jet turned toward the target. The only exception to this are planes capable of vertical takeoff (like the Harrier Jet); but these normally exercise the tactics of other fixed wing aircraft when engaging ground targets.

Following the first volley of fire, a jet usually will maneuver and return from the opposite direction of the previous attack and discharge its cannon or machine guns on the second pass. Large bombs may not be dropped unless the pilot sees a group of people or a vehicle. Therefore, it's wise to stay concealed and away from houses and

vehicles during a jet attack.

Planes often work in groups. The first plane or pair of planes will fly with a second plane, or a pair far behind it. In this formation, the first plane or planes act as decoys. If guerrillas fire at the first contingent, the second can swoop in while the first points out targets over the radio. Those unfamiliar with the tactic may be lured into the open after the first plane or planes passes the second one coming in can have obvious targets to engage. Again, firing from concealed positions is a must when engaging aircraft.

Realistically, the most you can hope for when confronting an aircraft is to discourage its attack. There is a chance of bringing one down — but it's rather remote. But once a pilot starts hearing bullets impacting with his plane or seeing "metal sensors" telling him you're connecting, he isn't going to stick around. To scare off an aircraft, then, you have to hit it with small arms fire. The greater the number of bullets you put into the air at one, the better your chance of inflicting damage.

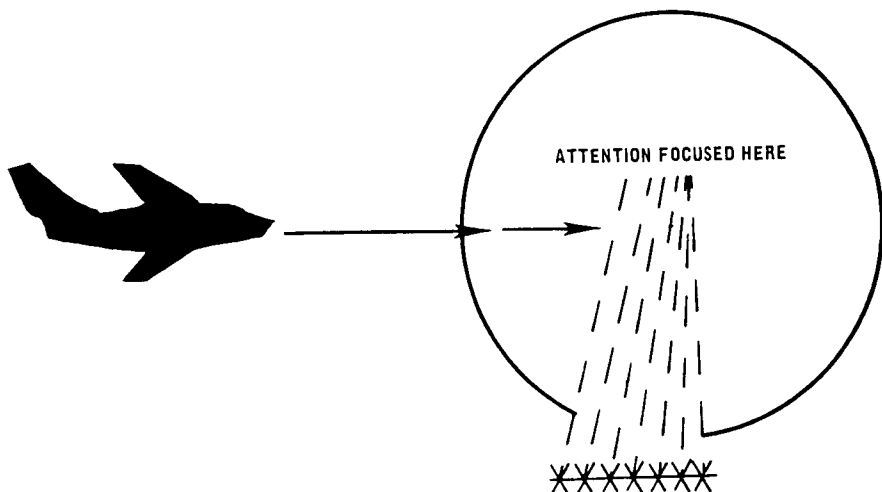
While simply shooting ahead of the path a plane will take might chance to connect with the aircraft, having an organized method of shooting will improve your chances. Groups should practice with one member who is good at judging ranges and speeds, someone who will tell everyone when and where to fire.

For helicopters close to the ground, it's possible to simply aim for the pilot. Helicopters offer other prime targets including door gunners, the tail rotor, and the turbine air intakes. Older Soviet choppers also have a vulnerable oil intake. It's conveniently located under the red star on its fuselage. Tracer ammunition can be quite useful for locating the target at close ranges.

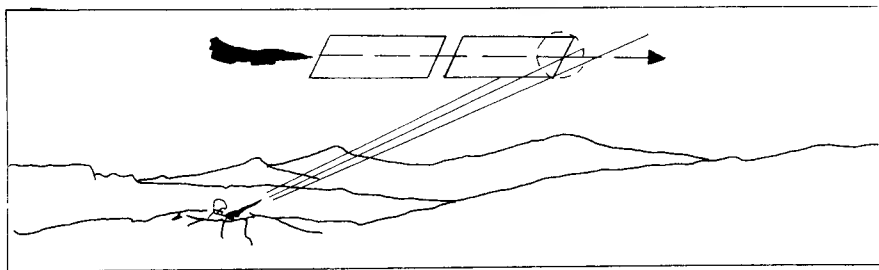
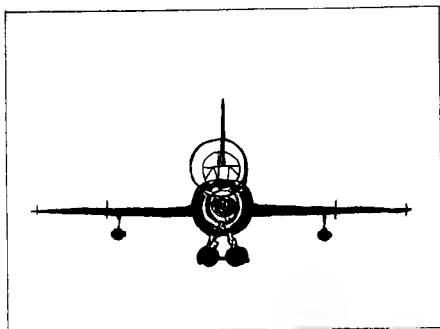
For high-flying aircraft, it's essential to have a group firing in unison. There are two methods of creating this massed fire. One type is created by picking a point ahead of the aircraft and saturating the spot with fire. When the aircraft flies through the spot, it gets hit. This method guarantees hits but is limited in duration.

The second method is to get a proper lead ahead of the aircraft and then follow it along as it flies by. This creates multiple hits as the aircraft flies. But hits are either "all or nothing." An error in estimating the distance — and such an error is easy when planes are involved — means that every shot misses. Therefore, unless the aircraft is very close to the ground, the first method is normally used to insure at least a few hits to the aircraft.

The area to aim at is figured in hundreds of yards (or football fields if that is easier for your group to imagine). When your group engages an aircraft, some members will overestimate this length; some will underestimate. This evens out to make the margin for hitting (at least a few times) much greater.



The proper lead for jets flying overhead is 200 hundred yards (two football fields) ahead of the nose of the aircraft. A group saturating this area with small arms fire should be able to score hits on an enemy jet plane.



Proper leads and aiming points for damaging an enemy jet with small arms fire.

The proper lead for jets flying overhead is 200 hundred yards (two football fields) ahead of the nose of the aircraft. Jets headed toward you require only that you aim slightly above the nose of the plane. For helicopters passing overhead, you should saturate an area 50 yards (1/2 football field) ahead of the aircraft.

If a helicopter is hovering or coming in directly at you, fire slightly above the aircraft's fuselage. These leads will work out to 500 yards. Beyond 500 yards, it is better to save your ammunition. The chances of hitting an aircraft will be increased if firearms are supported (leaned against a tree or someone's shoulder).

If you are fighting a green pilot who flies parallel to your group, it may be possible to pick a spot, saturate it with fire, and then shift to a second spot and saturate it with fire. This will give you several hits to the plane. This can cause severe damage to a plane. Your group should practice this technique in case a careless pilot stumbles into your trap.

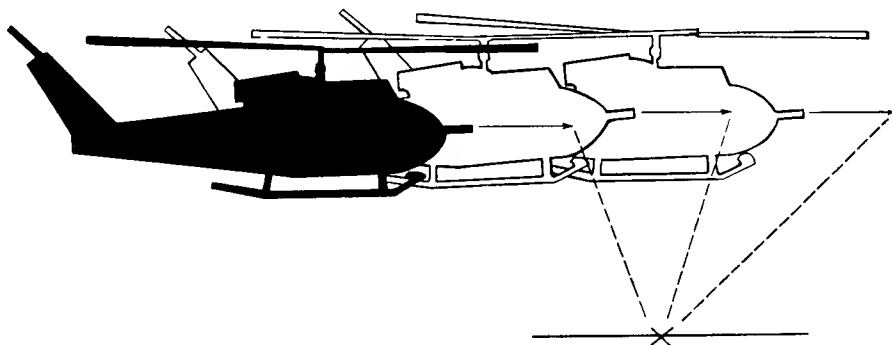
A group should coordinate its fire so an expanse can be saturated with bullets. "Fire" and "cease fire" orders should be called by a leader, and the orders strictly obeyed. If a group follows these tactics, it stands a good chance of creating real damage to aircraft (and teaching aircraft to stay out of the locality).

Helicopters can also be taken on with grenade launchers or rifle grenades, LAWs, the RPG-7 or RPG-9, or other shoulder-launched guided missiles if you have them available. With all but the shoulder-launched guided missiles, you should limit your range to 150 yards or less. Otherwise you're pretty certain to miss your target. If possible, try to catch the helicopter while it is hovering, or as it pops up to fire. This is tricky at best and not for the jumpy.

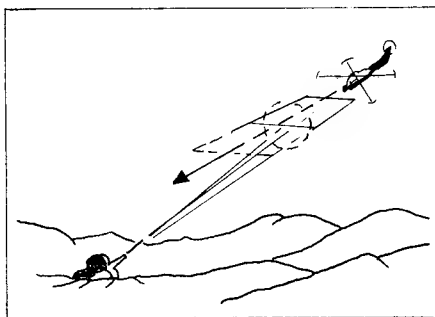
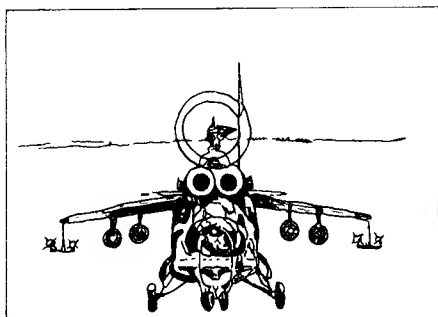
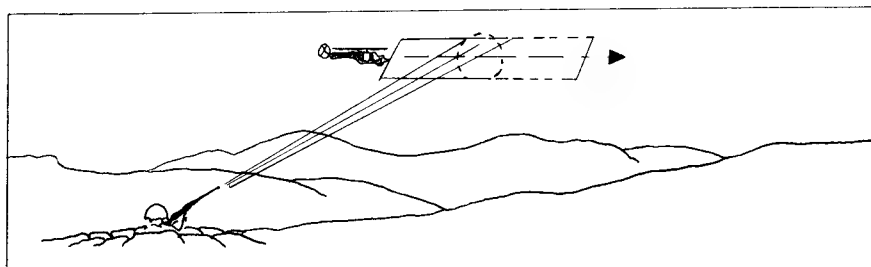
The US-made Redeye and Stinger missiles and the Soviet SA-7 "Grail" are designed for anti-aircraft roles. These are similar to the LAW weapons but considerably heavier. They are heat seeking; they "chase" hot spots on low flying aircraft and will explode if they can latch onto the plane's engine exhaust. This also means they can be distracted by flares fired from the aircraft as decoys — a common tactic with pilots facing heat seeking missiles.

The effective range of these missiles is generally only two or three kilometers. The Redeye and SA-7 are "tail chasers," and must be fired toward the tail of a jet or helicopter. This makes them less than ideal for combat. The Stinger can be fired toward an attacking aircraft from any direction. Your chances of getting your hands on any of these guided missiles would be very meager, since occupation forces would have no need to be issuing these (though you might receive these from sympathetic American troops if the US were capitulating to the Soviets without a battle).

Should you chance to capture .50 or 12.7mm machine guns, or



It is possible to engage slow-moving enemy helicopters by aiming at an area in front of them. This can be done several times as they pass by.



Proper leads and aiming points for damaging an enemy helicopter with small arms fire.

23mm cannon, you would also have the capability to engage helicopters or low-flying fixed wing craft. The best ranges for using these are within 1,000 yards. These weapons are heavy and demand prodigious amounts of ammunition, which makes them less than practical for guerrillas.

It's also possible to "fight" planes while they are parked. However, runways are well guarded. If you have the chance to attack, grounded aircraft, tires, fuel tanks, and — of course — pilots are all ideal targets. Jets can also be quickly damaged if their engines are on, by firing bullets or casting stones into the engines. Helicopter target areas are basically the same as when they're in the air. If you have a .50/12.7mm machine gun, it is also possible to snipe at grounded aircraft at distances of 1,500 or even 2,000 yards. If you have a gun nut in your group who is capable of mounting a scope on one of these machine guns, it's possible to fire a single shot at a time to conserve ammunition while still scoring hits.

If you're in a region where helicopters are flying low, it's also possible to "snag" them in wire or thin cable. The metal should simply be strung where the blades of the helicopter can grab it. With any luck, the wire will get wrapped up in the blades, damage them, and bring the chopper down. Even if you're not successful, pilots will give the area wide berth following such an attack.

It's also possible to string wires in field clearings being used to deploy soldiers from helicopters. Booby traps surrounding the area are another possibility that you might employ.

If you should chance to drop a plane or stop a tank or APC, be sure to further damage it to the point that it can't be easily repaired. Also strip it of weapons which you might be able to utilize later.

Engaging aircraft, a tank, or APC is something best avoided if possible. But if you have to face these vehicles, you should fight to win. With the proper tactics, you have a good chance of being victorious.

“Free” Weapons

If you are fighting trained occupational troops, you may “pick up” weapons that are normally not now found in the civilian sector. Many of these may be useless to you if there isn’t much ammunition to go with them. These guns can be tied to stationary objects and rigged with trip wires to act as booby traps.

But otherwise they may be nearly worthless to you.

If you can’t utilize them, you should destroy or damage the weapons so they can’t be easily repaired by your adversary if they’re retrieved. Or you can cache them for later if there’s a chance you may one day have a need for them. The best way to destroy firearms is to remove parts from them and then bury the main part of the weapon or throw it into a river or lake. Time and rust will do the rest of the job for you.

Pistols, rifles, and anti-tank weapons are a different story. If you’ve fought armed troops and beaten them, be sure to confiscate their weapons if you have the time. These will be useful until you start collecting quite a number. At that point you should again start destroying the firearms and expending rockets (perhaps using them to knock down power lines or for otherwise “harassing” the powers that be). If you’re carrying on a sniper campaign in an urban area, extra rifles can be employed for this purpose. The rifles can be abandoned at the sniper post to allow the shooter to escape without attracting notice.

You should try to limit yourself on the types and calibers of weapons you carry for actual combat. Avoid firearms that need ammunition that isn’t plentiful. If at all possible, procure weapons that use the same ammunition of your other firearms.

As mentioned before, don’t be tempted to pick up weapons, ammunition, or other gear that “just happens” to be lying around. Chances are good it will be booby trapped. Even if they aren’t connected to a mine, the ammunition might be “hot” so it will explode any gun its fired in or the barrels could have been altered to make the weapon dangerous to fire. Troops don’t normally leave weapons to be “found.”

Probably the most valuable weapon you can obtain from a soldier is his battle rifle. Modern armies are switching to rifles which operate with a very light recoil. Most of these are selective fire. The selective fire feature tends to waste ammunition and often leaves soldiers without ammunition after they react with an initial flurry of shooting — often not hitting anything. The three-round burst or similar feature is a bit better and actually will improve the chances of hitting a long-range target. It’s usually better to use semi-auto rather than automatic

fire. Aimed fire is always more effective than "spray and pray" tactics.

Modern battle or assault rifles nearly all have a safety that is easily operated by the thumb or by pushing it forward out of the trigger guard. The exception to this are the Soviet Kalishnikov rifles. Its safety is on the receiver's right side; it's shoved downward for automatic (usually the first detent) or semiautomatic (the second position) fire. In addition to being awkward, the safety often makes an audible clacking sound that has got more than a few users killed. Consequently, those using one of the Kalishnikovs may wish to simply chamber a cartridge and leave the safety on "fire" when it's being carried. If you do this, keep the barrel aimed in a safe direction and your finger outside the trigger guard until the instant of firing the rifle.

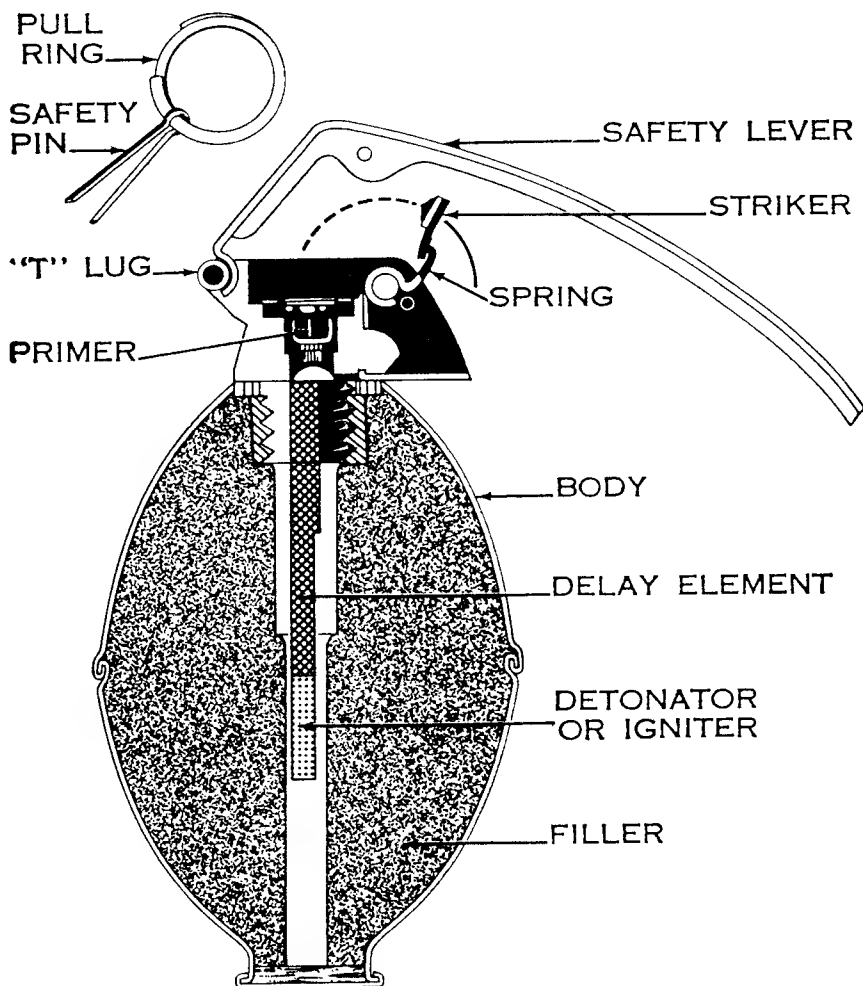
Provided you are careful to clean it and fire quality ammunition, modern military rifles are reliable and effective. (For more information on field-stripping and operating various assault rifles, the reader is directed to my books, ASSAULT PISTOLS, RIFLES AND SUB-MACHINE GUNS — costing \$20 — and AK47: THE COMPLETE KALASHNIKOV FAMILY OF ASSAULT RIFLES — for \$14. Both are available from Paladin Press, P.O. Box 1307, Boulder, CO 80306 800-392-2400.)

The Soviets and most other communist nations currently field a LMG (Light Machine Gun) version of their Kalishnikov rifles. The RPK-74 and RPK-47 have longer barrels than their rifle counterparts and are deployed with high-capacity magazines. For the guerrilla, the extra weight of tugging one of these LMGs around makes it less than ideal. It would be better to keep the extended magazines and exploit them in a standard AK.

Bayonets are also found on modern battlefields. In short, the bayonet on the end of a rifle is almost worthless for combat. The reason for this is that — except for the spike bayonet — the friction created by the wide knife-style blade of a rifle-mounted bayonet effectively locks it in the body of a foe after he's been stabbed with it. This makes it impossible to engage more than one enemy and often forces the user to abandon his rifle! Even if a spike bayonet is available, the firepower of modern weapons means that the chances of BOTH sides expending all ammunition so bayonets are needed is minuscule. And a man charging with a bayonet will be cut to ribbons before he reaches a foe armed with a loaded rifle.

Bayonets are good for camp knives or even hand-held combat knives if you should be so unfortunate as to be unable to wield a firearm. But never, ever put a bayonet on the end of a rifle unless you are guarding a prisoner or marching in a parade. Soviet bayonet sheaths often have a lug on them that fits into a square cutout on the bayonet blade. This makes it possible to cut wire, though it's a bit awkward at the task.

Hand grenades will often be among the weapons you obtain from troops. These have a rather haphazard killing zone and are heavy considering their "one bang" status. You should throw a hand grenade just like you would a baseball or (with stick grenades) a hatchet or hammer. Grenades are limited in how far they can be thrown; 25-35 yards is usually the best you can expect.



The "standard" fragmentation grenade has a safety lever that doubles as a hook when carrying the grenade. The grenade striker is not free to set off the primer and light the fuse until both the safety pin and safety lever are released.

The old saying tells that "close only counts with horse shoes and hand grenades" is only somewhat correct. Fragmentation grenades can create injuries 20 meters away so care has to be taken with them. But the area where they CONSISTENTLY create casualties is only 2 meters. Beyond that point, the percentage of injuries drops with the actual casualty rate being only 50 percent at 6 meters from the center of the blast. Flak jackets and helmets, along with the age-old practice of hitting the dirt can cut losses even further.

Don't get your cues about grenades from Hollywood. Hand grenades don't blow people into the air or create much fire or smoke (though dust may rise into the air in dry areas). They are dangerous, but not to the extent that they may be painted to be.

Communist countries often have stick grenades or "baseball" grenades, while the West uses baseball and canister grenades almost exclusively. The stick grenade is usually armed by removing a screw cap on the handle and pulling the cord inside it. The grenade explodes 3 to 5 seconds later.

Baseball and canister grenades have a double safety device which gives them a bit more flexibility. There is a ringed pin that has to be pulled from the grenade. As long as the spoon handle is kept depressed with the thumb or finger, the grenade remains safe. When this spoon handle is released, a striker lights a fuze inside the grenade. The grenade explodes 3 to 5 seconds later.

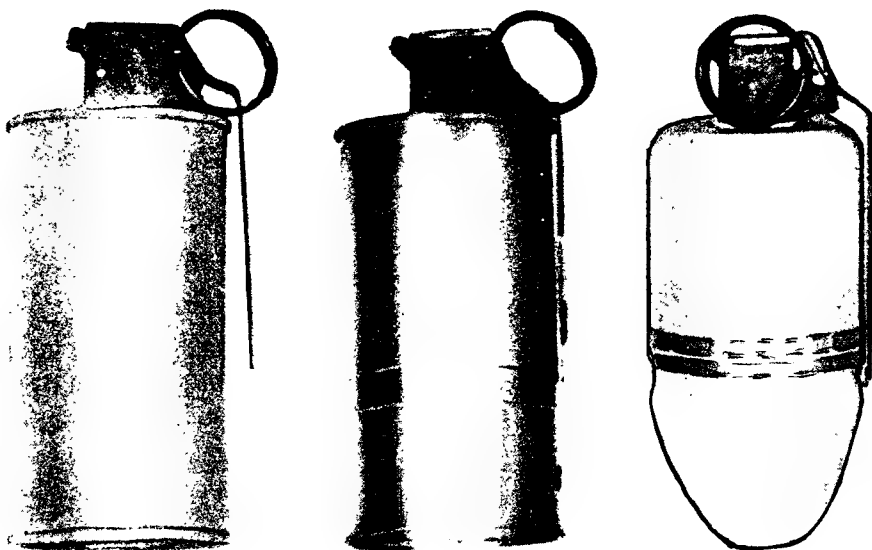
As long as the handle of the grenade is held down, the fuze isn't lit. This makes it possible to replace the safety pin if the grenade isn't used. (It is a better practice to throw the grenade immediately after pulling the pin. If you don't, you risk dropping — and exploding it.) It should also be noted that fuze times vary with some communist grenades designed for booby traps having a 1 to zero second delay fuze; this short fuze can often be discovered by unscrewing the top off the grenade and noting the fuze delay time (in seconds) printed on the fuze tube.

The pin end of the safety ring on baseball and canister grenades should always be bent so it can't be easily dislodged. It's wise to wear the grenades in a manner that protects the ring of the pin so it can't catch on something and inadvertently arm the grenade. Don't tape the grenades handles down — they can't be used quickly — and don't carry them by straps holding only the rings (again, a quaint Hollywood idea that kills you in real life).

The fragmentation grenade is the common type. These create casualties by throwing metal fragments or chunks of wire when they explode. Old fragmentation grenades had grooves in them; someone finally noticed that they fractured from the inside — and not along the grooves cut in them. Consequently, newer designs have smooth exteriors. (Color coding varies on grenades. US fragmentation

grenades currently are marked with a yellow band at the neck of the grenade and an olive green body. In general, the grenades most often carried by troops will be fragmentation grenades.)

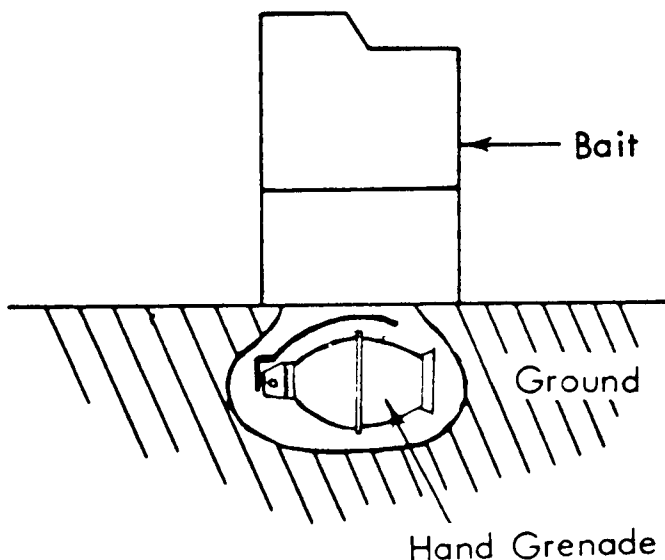
Other types of grenades may be encountered. These include incendiary, smoke, concussion, and chemical grenades (tear gas or possibly poison gas). Most of these are canister grenades that look like tin cans with handles and rings. These won't be of service to you unless you attacking a building, though smoke grenades can be used to screen your movements should you chance to meet a force head on.



Non-fragmentation grenades often look like cans with a grenade assembly added to them. These can contain anything from tear gas to incendiary materials, so great care must be taken to learn what type of grenade they are before trying to use them in combat.

Several types of booby traps can be fabricated with grenades. Probably the simplest is created with a grenade in a can that's small enough to restrain its arming lever. In such a case, a string is tied to the grenade and the can anchored in place. The string is stretched across a path that an enemy will be taking. Once everything is in place, the safety pin is extracted from the grenade. A trooper clomping through trips the string. This frees the grenade and — seconds later — it goes off.

A similar trap can be created by tying a grenade to a tree with the spoon handle free. A string is stretched from another tree over to the grenade and tied to the pin ring. The bent ends of the arming pin



One of the many booby traps that can be created with a hand grenade. This grenade has its safety pin pulled. Only the safety lever is keeping it from igniting its fuze. Once the "bait" is removed, the grenade will be free to ignite its fuze; several seconds later, it will explode.

are then straightened so the pin comes out easily when the string is pulled. Both methods of creating a grenade booby trap are enhanced if you employ fine nylon fishing line; this material is strong enough to work and is virtually invisible.

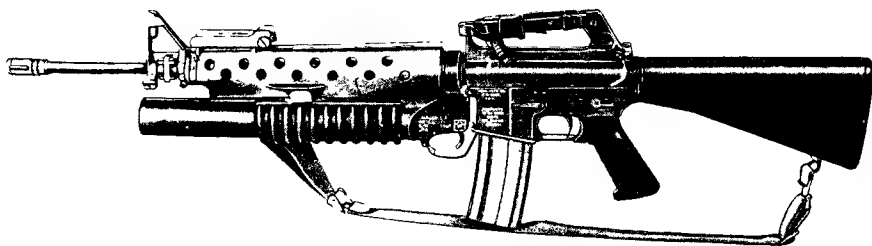
These booby traps aren't extremely effective since there is a delay between the time they're tripped and fire. And it's easy to catch yourself or friendlies instead of foes in them. So thought and care has to be taken with them and you shouldn't expect them to give too much protection. Rather, they should be seen as a way of unnerving your foe and — if you're lucky — creating a few enemy casualties.

If you have only a few grenades and are a bit shy of ammunition, it's possible to add grenade-sized rocks to your arsenal and engage in a little psychological warfare. By mixing the grenades and rocks as you throw them, it's possible to rattle an opponent into jumping from his cover when you toss a rock. This allows you to take a clear shot at him since there'll be no explosion. He has little choice but to get out of the way of a "grenade" which is a rock. And if he gets used to rocks and isn't trying to avoid them, you can toss a grenade to take advantage of his lackadaisical attitude.

Rifle grenades are carried by some troops. These aren't too accurate and may damage a rifle with extended firing. Older versions of these have to be fired with a special blank which means you have

to reload your rifle to use the grenade or — if you decide not to fire the grenade — you have to switch from the grenade blank to regular ammunition. Newer grenades have a bullet trap or allow the bullet to pass through the grenade. All you have to do is put the grenade in place on the end of the barrel and fire the gun. Be sure which type you have before trying it! Rifle grenades can be used against tanks but are more ideally suited to knocking out bunkers or lightly armored vehicles. The rifle grenade is not too accurate, so be prepared to recover from missed shots.

Grenade launchers shoot a small grenade toward the target. They have a longer range (often to 400 meters) and offer greater accuracy than hand grenades thanks to their sights. Although older-styled launchers are single-shot devices, newer grenade launchers are often attached to the underside of a rifle barrel; this is the case with the US M203 grenade launcher as well as similar Soviet and West German devices. Most grenades arm themselves only after they've traveled 10 to 40 meters.



The US M203 Grenade Launcher is actually an M16/AR-15 rifle with a single-shot grenade launcher fastened under its barrel. Notice the "quick sight" (in its folded down position) just to the rear of the rifles front. A more accurate long-range sight is attached to the rifle's carrying handle.

The common round found with grenade launchers is a "multi-purpose" high explosive round. This is capable of penetrating 2 inches of armor plate, 12 inches of wood, or 16 inches of concrete blocks; as such, it is practically like a hand-held artillery piece. Tear gas, shot shells, star parachute rounds, flares, and smoke cartridges are also made for grenade launchers. Generally, these cartridges are a bit longer than the standard high-explosive round, though there is no hard and fast rule for this. (They are color coded and the type printed on the cartridge — helpful if you know the code and can read the language used.)

To load a grenade launcher, the barrel is usually rotated downward or slid forward, the shell placed into the breech, and the barrel shoved into place. This action will cock an internal hammer and may also set the safety of the weapon. To fire it, be sure the safety is released, aim it VERY carefully, and pull the launcher's trigger. The trigger is

pretty obvious on Soviet and American launchers. The Heckler & Koch launcher (and possibly future versions of grenade launchers) has a trigger that's in the form of a rocker switch on the fore grip. It's tripped by the thumb or fingers of the off-hand supporting the weapon.

Grenade launchers that are mounted on a rifle have secondary sights that are used at longer ranges when firing grenades. These are usually rather fragile and should be folded down when not in use. The tangent sights are universally marked in meters. The M203 also has a "quick sight" that is located on the upper side of its fore grip. A more accurate sight can be mounted in the rifle's handguard; occasionally, the grenade launcher will be seen without this sight in place.

Although grenade launchers are normally operated by one man, if a fixed position is being defended, it's possible to create a "mini crew-served weapon." In this case, one man reloads the launcher and the other aims and fires. A surprisingly heavy barrage of grenades can be discharged by doing this. Recoil when firing grenade launchers is heavier than that of a rifle. Those accustomed to firing modern, low-recoil assault rifles should be ready for the heavy — though not terribly uncomfortable — jolt.

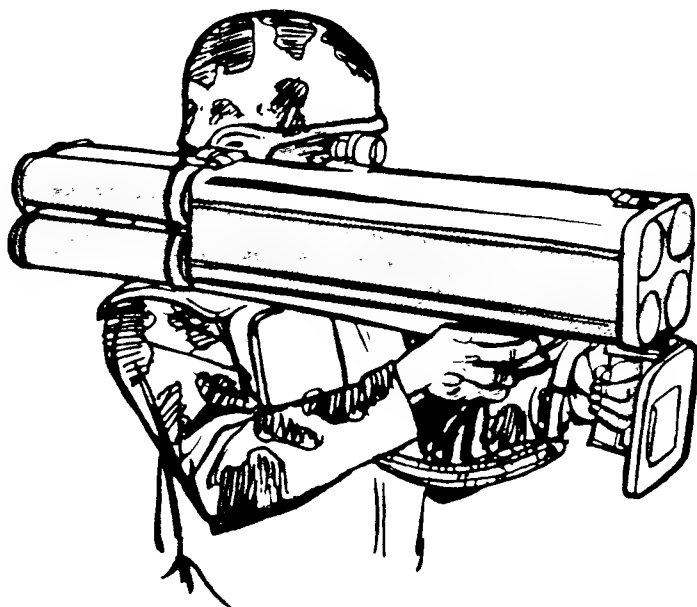
The grenade trajectory allows point-of-aim sighting within 150 meters. With greater ranges, it's necessary to use the special aiming sights designed for the launcher. The higher trajectory will cause the grenade to be deflected in flight by winds so it's necessary to compensate for this.

Belt-fed automatic grenade launchers are also to be found in both US and Soviet arsenals. The US M119 Automatic Grenade Launcher weighs 75.6 pounds, is 40.5 inches long, and has a slow cyclic rate of 375 rpm. It utilizes belted 40x53mm grenades that are similar to those used with the M203 (though the more powerful grenades designed for the M119 shouldn't be fired in the hand-held launcher).

The M119's grenades have an internal arming mechanism that takes about 30 yards to become armed. The projectile travels at 1200 fps at the muzzle, however, making it deadly as a super-large bullet at close ranges. Once armed in flight, the projectile will cause an explosion similar to a grenade. Smoke, air burst, tear gas, and signal flares are also available in addition to the HE (High Explosive) versions.

The Soviet automatic grenade launcher is the AGS-17. It launches 30mm grenades to 800 meters. Design features of the AGS-17 and its grenades make it possible for a grenade to explode prematurely in the launcher. Therefore, care should be exercised if you should chance to obtain one of these heavy devices.

Hand-held, multi-shot rockets are also making their way to the battlefield and might be scrounged from enemy troops. The most notable of these is the US 66-mm "Flash" (M202A1) launcher. This



The US M202A1 Multi-Shot Rocket Launcher ("Flash") ready to fire with its tubes extended and its front cover down.

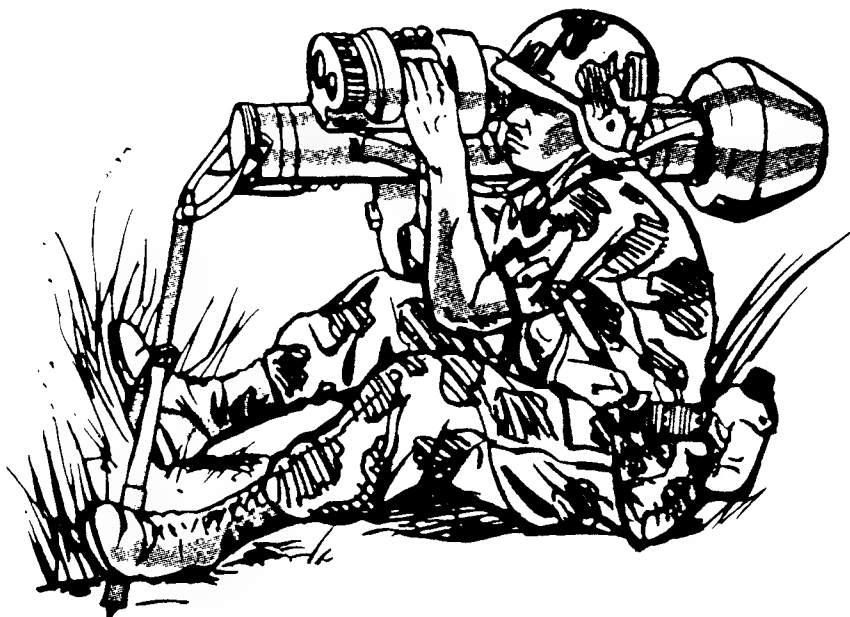
is a 26-pound, four-tube launcher. The four rockets can be fired singly or in a "semi-auto" fashion with one leaving the launcher every second. Like the LAW, the M202A1 needs to have its cover removed and its tubes extended before firing.

Care has to be taken with these rockets since there's a lot of back blast leaving the rear of the launcher. Also, the rockets travel over a fairly steep ballistic arch; when shooting at long range targets you must be careful that you have enough clearance overhead for the rocket to reach your target rather than bouncing off a tree branch or the edge of a window frame!

Although these rockets may damage lightly-armored vehicles, they're more of an anti-personnel weapon and not suited to fighting tanks. The M202A1 has a maximum range of around 1000 meters — though 200 to 400 meters is a more practical limit. The arming range is 6 to 13 meters and the burst range of the warhead is 20 meters. It's probable that similar rockets produced by other countries will soon be seen.

Guided missiles and TOW (Targeted Over Wire) rockets are also found in various forms on today's battlefield. Guided missiles are quite large and usually either mounted in place or carried on a vehicle. A few are diminutive enough to be carried by several men.

There are two basic forms of these man-portable guided missiles. One is the ATGM (Anti-Tank Guided Missile) which is usually a TOW.



The US M47 Dragon is one of the many "man portable" light missile systems being fielded by the militaries of the world.

The other is the SL SAM (Shoulder-Launched Surface to Air Missile) which often has a heat detector or some other automatic targeting system in the nose of the rocket itself.

The SL-SAMs are usually "fire and forget" weapons which the shooter aims at a plane and then can let the missile try to find the target on its own (which it doesn't always do adequately). The ATGMs are guided to their target by the shooter as he views the rocket's progress through a viewer. The aiming signals are relayed to the rocket over a thin wire that strings behind the rocket as it travels over the battlefield. The length of the wire limits the range of these rockets, though most will reach to 1,000 meters making them effective against helicopters as well as tanks, buildings, and other enemy emplacements.

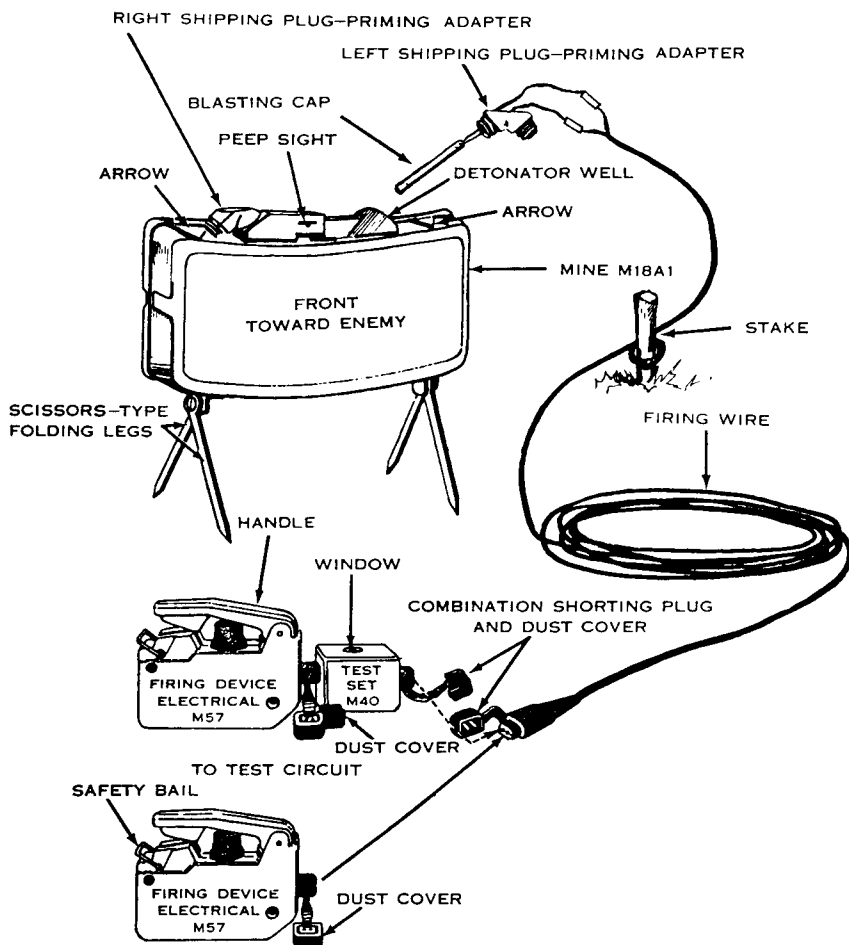
Although SL-SAMs and ATGMs are considered "man portable," they still weigh in at a hefty 32 to 50 pounds. Fortunately, the launcher and rocket can be carried separately and assembled just prior to launch. Most launch tubes are reusable so spare rockets will often be found with the launcher. As with other rockets, these have a lot of back blast.

The missile is propelled in two stages. An initial burst kicks the rocket from the tube and then a secondary rocket carries the missile to the target. Care must be taken to launch from positions where the

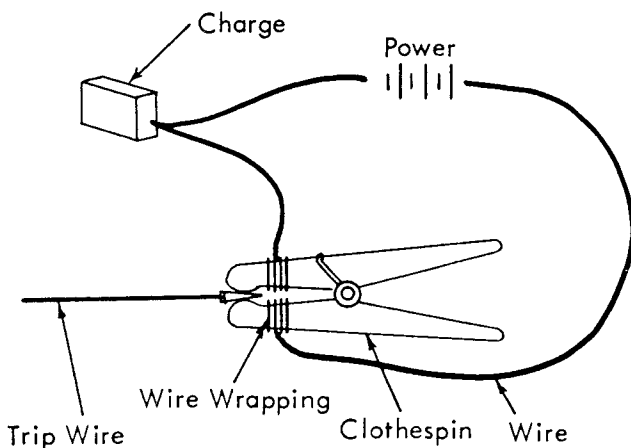
initial "drop" following the rocket's exit from the tube doesn't cause it to collide with the ground.

TOW rockets are armed after traveling 60 to 70 meters. They are guided by keeping the sight's cross hairs on the target during the rocket's flight. The catch to this is that the launch of the rocket creates a noticeable blast and the rocket takes time to get to the target. Care must be taken to attack lone targets or to otherwise engage potential counter attackers, since the person running the TOW rocket is a sitting duck until he has guided the rocket to its target.

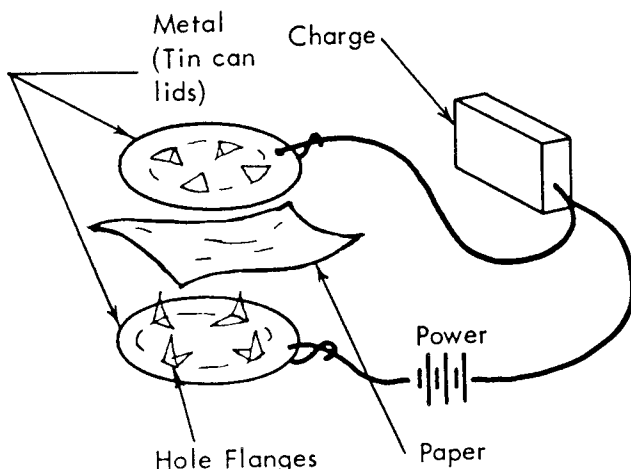
Claymore mines and similar devices are also found on today's battlefield. These are a sort of cross between the hand grenade and a



The claymore mine and its electrical switch, cord, and detonator. This one-shot weapon can be an effective defensive weapon. It can also be modified with an improvised switch to become a booby trap.



An improvised switch using a wire, battery, and clothespin. The device that can be used to set off a claymore mine or other explosive.



Two tin can lids separated by paper can be used to create a pressure sensitive switch to trigger an explosive or claymore mine. The device could also be used to power an alarm rather than explosives.

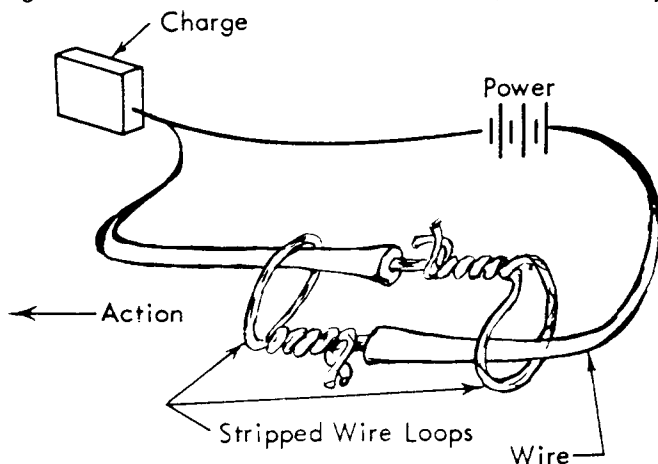
shotgun. They have a payload of ball bearings placed over a layer of explosives. The ball bearings and explosive are encased in a plastic shell. The recoil of the explosion is NOT contained in the body of the claymore mine. That means you must get under cover or be a safe distance away since the blast will travel in all directions (though the ball bearings only go one way). The claymore mine is normally set off at the opportune moment with a remote control switch.

The claymore mine is a one-shot weapon after which it is useless. It's very good for setting up ambushes or countering attacks by large groups of people who are close together. Claymore mines are also occasionally mounted on the side of armored vehicles or tanks. (It

should be noted that the electrical firing attachment for the claymore and other electrically fired devices for other explosives can be set off by lightning storms, powerful radio waves, or EMP — Electro-Magnetic Pulse — created by nuclear weapons or powerful electronic beam weapons. Therefore, great care should be taken to stay away from the claymore mine once it is armed and in place.)

Claymore mines can also be fired by sending current into them from a 2-volt or greater battery. This makes it possible to create booby traps with them. One simple trip wire can be made using a clothespin. Wrap its two jaws with several rounds of bare wire. A small, flat piece of wood or a heavy plastic “spoon” can then be exploited to keep the jaws apart. A trip wire is tied to the wood or “spoon” and — when the trip wire is pulled — the two wires on the jaw of the clothespin contact and carry current through them. One wire is run from the battery directly to the claymore mine; the other goes to the clothespin (with spoon in place) and from there to the claymore mine. Building the clothespin switch is only a little work and it makes it possible to protect a wide area without having a man actually guard it.

To find the exact location being covered by a claymore mine, it's necessary to “aim” it by pointing its front toward the target area. Use the sighting system built into the mine's body to zero it. Light brush or other cover can camouflage the device. The mine will be dangerous to targets up to 250 meters ahead of it. It covers a cone-shaped area of 60 degrees, spreading from the face of the mine. Back blast is dangerous to 16 meters behind the grenade even if you're under cover so NEVER put it that close to you. Fragments from the case are dangerous to 100 meters to the back and side; it's necessary to take



For a neo-guerrilla lacking anything to make a switch of, it is possible to use the electrical wire for the switch. This method isn't as practical as traps using thinner trip wires, but will work to trigger an explosive or claymore mine.

cover when firing a claymore mine. If you use the mine with a trip wire, then you should be beyond its ranges since you might otherwise be exposed when the device fired.

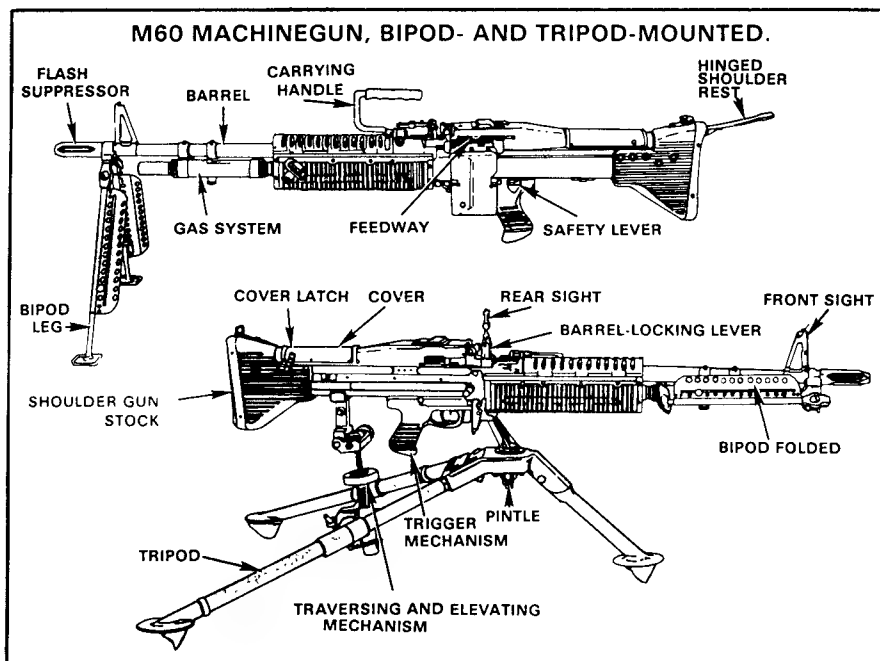
In addition to the anti-tank mines covered in a previous chapter, there is a wide range of antipersonnel mines which could be encountered. Very frankly, the variety of designs makes arming these dangerous unless you have printed instructions available for them in a language you can understand. Modern mines are often capable of being deployed in one of several modes. They often have a trip wire mode as well as a pressure activation area. Unless you understand the operation of a mine — or any other weapon — don't fool with it.

The Soviets have tiny wooden and plastic mines which they can drop from planes. About 5 inches across, they are generally a dull olive green. These are impossible to detect with mine sweepers and — worse for the guerrilla — hard to see. They don't have much power; Afghan rebels often explode these by throwing rocks at them. But the mines can blow off a foot or cause enough injury to cripple a fighter. So you need to watch where you're walking if there is a possibility that these have been deployed in your area.

Belt-fed machine guns are to be found on many vehicles and in fixed fortifications. They are also occasionally used with patrols, though extended box magazines are starting to displace these machine guns (except in the US Military). Belt-fed machine guns are hard to use effectively with a small group of fighters. The larger versions require at least a two-man team to operate efficiently. Ideally, several riflemen are also posted to protect the machine gunners when they reload or should they be attacked by elements they don't notice while engaging the main body of adversaries. The weight of these guns coupled with their enormous appetite for ammunition doesn't make them ideal guerrilla actions. Larger .50-caliber (or similar) machine guns can, however, be used successfully against low flying aircraft and APCs so they might be worth the extra work in such a situation.

One common belt-fed machine gun in the US inventory is the M60. It fires the 7.62mm NATO cartridge. There are several variants of this weapon including a spade-gripped gun used with helicopters and a solenoid version. The weapon is heavy: 23.5 pounds unloaded. The barrel of the M60 can be removed and a new one placed on it if it overheats; this isn't often done in actual battle.

The M60 is not liked by many who carry it. It's heavy, awkward, and often the guns are a bit fussy in operation. The barrels can be removed by raising the lever at the extreme right front of the receiver to its vertical position and then withdrawing the barrel from the receiver. The bipod is used for a handle when removing the barrel on the M60; on the M60E1 (which has a forward pistol grip on the handguard)

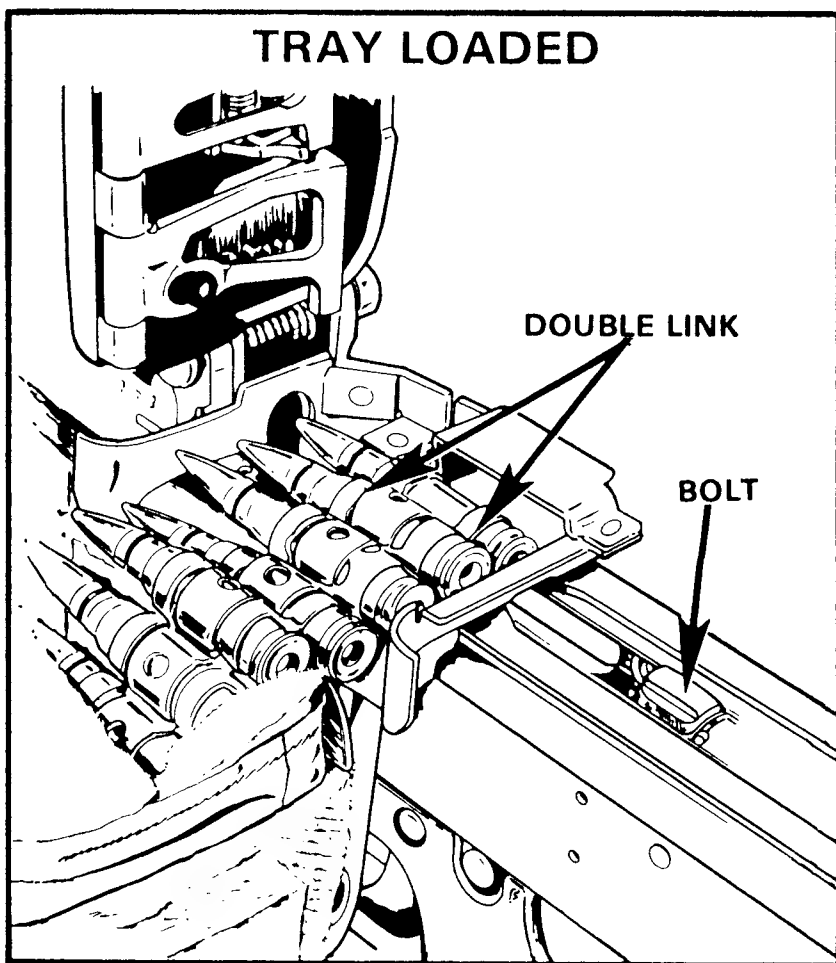


M60 Machine Guns in their two most common configurations. The top gun is the version often carried on patrol. The lower tripod mounting is used for defending fixed positions. The pintle mount is often used to carry the M60 on vehicles as well.

the carrying handle is used to remove the barrel.

The M60 has a hanger assembly on the left side of the receiver to hold the ammunition box containing its belted ammunition. The box slips down over the hanger making it simple to replace the box while keeping ammunition secure. A "Gunner's Helper" normally carries spare ammunition for the M60 machine gunner. You'll see troops carrying this spare ammunition draped over their shoulders; this makes the ammunition prone to getting dirty or even damaged and is a poor way to tote it.

To load the M60, the cocking/charging lever is first retracted (this can be done only if the selector on the left of the pistol grip is in the "F" fire position). The bolt will click into place. The charging handle is then pushed forward (or, if you're in a hurry, the charging handle can be left back to be returned forward with the first shot). Next, the cover is raised after lifting the cover latch at its right rear, a belt of ammunition is placed on the feed plate, and the first round placed into the feed plate groove. The second round is held by the feed plate retaining pawl. One trick to ease loading is to insert an empty link ahead of the first round to situate the belt. The cover is closed firmly



View of the M60 being loaded with the linked ammunition in place in the receiver. The receiver cover is raised during the loading operation. Note that the bolt travels under the ammunition to shove it into the barrel; this is the opposite from the arrangement used in box magazine-fed firearms.

(take care to be sure it's latched). The weapon can now be fired or the safety placed in the "S" position if firing isn't to be done immediately.

The US has also recently added the Minimi SAW to their inventory. This is a compact machine gun that fires the .223/5.56mm NATO cartridge of the M16. It has a special port that allows feeding standard M16 box magazines into it, too. Frankly, this gun is probably better left behind if you capture it in a group of weapons. The gun weighs 14.5 pounds unloaded and has a barrel that's only 18 inches long. This means bullets leaving it actually have less velocity than with an

M16 rifle. You'd be better off with an M16 placed in its automatic fire mode; learning to change magazines quickly and firing short bursts would give you nearly all the pluses enjoyed by the Minimi — without its 7 pounds of extra weight.

Mortars could be useful to you, though they are heavy and hard to aim accurately without a lot of practice. Mortar tubes must always be securely set on a hard surface. The mortar is fired when it drops into the tube and hits a fixed firing pin. Mortars travel over a very high ballistic arch to “drop” onto an enemy. Currently, the US military has radar coupled with computers capable of quickly plotting the location of a mortar emplacement. This technology is probably also being developed by the Soviets and other countries. Therefore, it's probable that you'll face such detectors if you use mortars on large, fixed positions. This may make the mortar less than ideal for use by neo-guerrilla forces.

The Neo-Guerrilla Base

Since guerrilla bands have a tendency to come out on the bottom in head-to-head confrontations, it's better not to try to defend a fixed position or have a fixed base of operations. As mentioned earlier, it's better to move around from one location, if possible, and never command operations from your home. However, it may sometimes become necessary to have a "base," especially as your operation becomes larger and successful. Then you may find yourself in a fixed site.

How do you protect such a base?

Although seldom mentioned in military manuals, one plus of being on the defensive is that, all things being equal, the defender has the advantage over an attacker. (The reason this is seldom mentioned is that military leaders are concerned with taking the offensive and gaining ground; this is how battles are won. Few of those concerned with aggressive tactics want their "grunts" to realize that the odds are against them in assailing a fixed position.)

In fact, if you have time to fortify and booby trap, it becomes very hard to be overrun. Military experts believe that it takes from five to ten times as many fighters to seize a position as it does to defend it. This means that if you are forced to defend a fixed location, things will be in your favor.

Now, let's look at some of the "basics" of such a defense.

If you are forced to defend a fixed position, whether outdoors or in an urban setting, it's essential that your freedom fighters be spread out rather than concentrated into one or two small areas. Never situate your entire band in a small group of foxholes, or a single building. Spread your band around your base with all armed guards and battle posts situated to interlock. This permits defensive fire to overlap. In this way, you can concentrate your fire on the enemy assault. It also furnishes time to your defenders to duck or reload, while others in your assembly take up the slack in firing at your enemies.

Your group's most effective weapons (and shooters) should be placed in tracts that optimize their skills and firepower. Poorer shots, less seasoned fighters, and those with short-range weapons, should be placed where they can lend support or act as reinforcements.

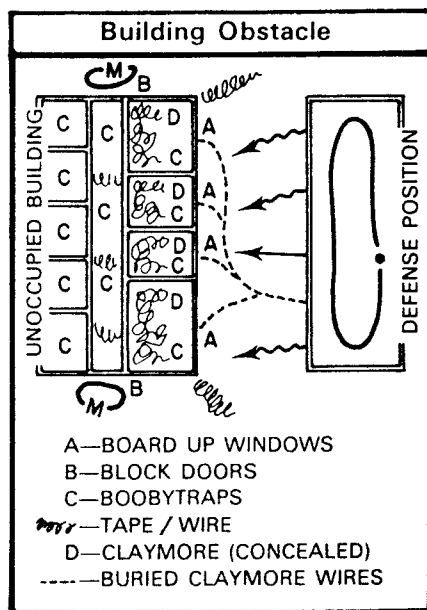
The depth of your defense is also critical. The greater its depth, the more time you will have to whittle down approaching foes before they can reach you. Depth of defense allows you to protect a greater area giving you freedom to reinforce faltering lines in your defense. Should you fail to hold your lines, depth of defense also makes it feasi-

ble to drop back and regroup. If properly done, depth will force enemy soldiers to sacrifice more and more men without reaching you.

Tunnels, foxholes, pill boxes, forward observer/sniper posts: all can be improvised to add depth to your defense. The only thing to be careful of is to construct the defensive stations so they can't be used against you if you are forced to relinquish them. This means some may have "open backs" pointing toward other positions with only their fronts fortified. Inner defensive posts may overlook (from a hill or tall edifice) outer positions so your people can fire on them if the out-most posts are over run.

It's also often possible to "channel" an enemy's path during an attack. If you can do this, you'll be able to concentrate your fire on a despot's troops when they approach. You won't need to see an enemy to return his fire. (This is assuming there are not innocent bystanders about. If there are, a bit more caution must be exercised.)

To channel foes' progress toward your position, it's necessary to choose the spot being defended very carefully, so that it's hard to approach from more than one or two areas (bearing in mind that a helicopter can drop troops). Once such a location is found, you can then alter it to later force an enemy to move to where you want him. Cactus plants, thorn bushes, trenches, ponds, and other "landscaping" devices can all be employed, if you have time to develop a site



Use of booby traps, barbed wire, and claymore mines have given more depth to a groups defense position. The unoccupied building in front of this defensive position would be a death trap for troops entering it.

outdoors — and want to keep it from appearing out of the ordinary. For a quicker modification of your defensive spot, barbed wire, punjii sticks, holes, rubble, broken glass, nails in boards, booby traps, anti-personnel mines, etc., can be used. Just be sure such devices don't completely hem you in, or cut your escape route.

Booby traps and barricade materials can completely cut off approaches to your base, so you can limit the routes troops can journey. Piles of rubble can stop tanks or, if they should attempt to climb the debris, will give your defenders a shot at the soft underside of a tank.

Having various types of camouflaged booby traps placed alongside approach avenues can also net extra enemy casualties. Wait until the attackers are alongside the booby traps, then fire at them, forcing them to jump for safety — onto the booby traps.

In addition to the various grenade and mine-style booby traps mentioned elsewhere in this book, it's profitable to fabricate booby traps of readily available materials. These will often cause only minor wounds, but that may be disconcerting enough to an attacker to cause him to become less aggressive as he realizes that he can be injured — or killed.

If you have fishing gear, very vicious little snares can be created by stringing fish hooks at face level; these won't do much damage but can unnerve troops encountering them. Boards with long nails driven through them, and the point side left up, can be covered with a thin layer of sod and the grass watered so it grows to conceal the spikes. Bottles or jars with their mouths broken off can be concealed in grass and rubble as easily.

A sort of mini-land mine can be created with a cartridge that fits into a piece of iron — or even heavy plastic — pipe. Make a fixed firing pin in the exact center of the tubing (you can use a pipe fitting or wooden base to hold the firing pin in place). A wooden plug can be placed over the bullet end of the cartridge. This should be positioned so it will shove the cartridge back toward the fixed pin. This "mine" should be buried so the plug is sticking up, waiting for a soldier to step on it. When he tramps on it, the plug squashes the cartridge into the firing pin, the cartridge explodes, and the soldier's foot is injured.

The wound won't be too serious; most combat boots will protect a foot UNLESS you're using a large shotgun cartridge or similar shell. But the mini-mine is disconcerting and will sound an alert of enemy approach. Of course damage can be significant if you've rigged a .50 caliber machine gun cartridge or similar "biggie." It would also be possible to rig up these mini-mines to do some serious damage by using such a device to fire a secondary explosion or trigger an artillery shell or mortar. (These would take some real know-how to set up — don't fool with them if you're uncertain about what you're

doing.)

Punjii sticks normally have both ends sharpened so that they can be quickly pushed into the earth. The pointed end remains up to impale your antagonists. Whittling the points is labor intensive and there are quicker ways to create the sticks. They can be cut quickly if you're in a region with any type of brush or trees and have pruning "lop-pers" available.

Loppers enable you to cut sticks very quickly by sheering the sticks off at a sharp angle. The punjii sticks can be made as fast as you can snap them off and gather them up. "Urban punjii sticks" can be created by cutting copper or aluminum tubing, conduits, or TV antennas at a sharp angle.

Punjii sticks can be planted in shallow ponds below water level, used in pits which have a light covering (through which a soldier falls when he steps onto it), or concealed in tall grass or under plastic sheets or other thin rubble. It is also possible to fasten punjii sticks to heavy weights and hang them point down over areas where the enemy may be. Using trip wires, or similar devices, will release them to drop on your foes. The sticks can also create some "stand off" distance in front of moveable barricades in tunnels or hallways. Such barriers can seal off your fighters' retreat if positions need to be abandoned when they are overrun.

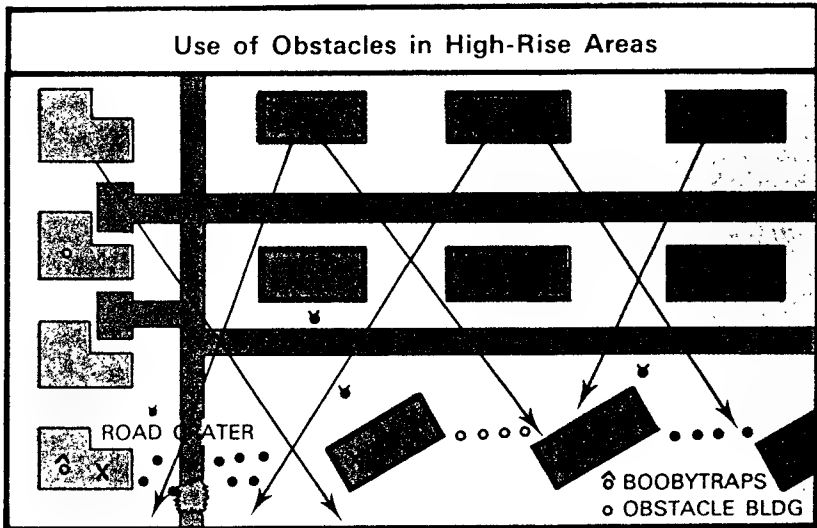
There are a wealth of other booby traps that can be created by an enterprising freedom fighter. Try to take advantage of the materials at hand and keep things simple or they're apt to fail or will be dangerous and time-consuming to construct. (For a detailed look at snares and various traps designed for use against human beings, see Ragnar Benson's *MANTRAPPING* which is available from Paladin Press, P. O. Box 1307, Boulder, CO 80306 800-392-2400 for \$12.)

If you're in a hilly or urban district, falling rocks or rubble can create casualties. In fact, one partisan dropping stones might be as effective as a machine gunner, if he is strategically placed with a ready "armament" of loose boulders.

In addition to camouflaging your booby traps to make them effective, it's important to employ camouflage on your forward posts as well. Camouflage can enhance elements of surprise as well as giving extra protection to those manning a position. The main consideration in camouflage is to blend in. Be sure when digging foxholes or "gutting" parts of buildings to rid them of excavated earth or rubble and to arrange vegetation around the location, so it doesn't betray changes you've made.

Fields of fire must also be carefully laid. A field of fire is the area that is covered by the guns in a defensive position. In rural settings, fields of fire can often be improved by carefully removing some vegeta-

tion ahead of the site and trimming trees and brush (if any). In urban areas field of fire it can be achieved by repositioning parked cars and other "clutter" on streets. Also be sure to remove any materials that would provide your enemy any protection or cover.



Fields of fire should overlap and interlock. This diagram shows how a larger group could use four high-rise buildings to battle against an approaching force. Note the use of a road crater and booby traps.

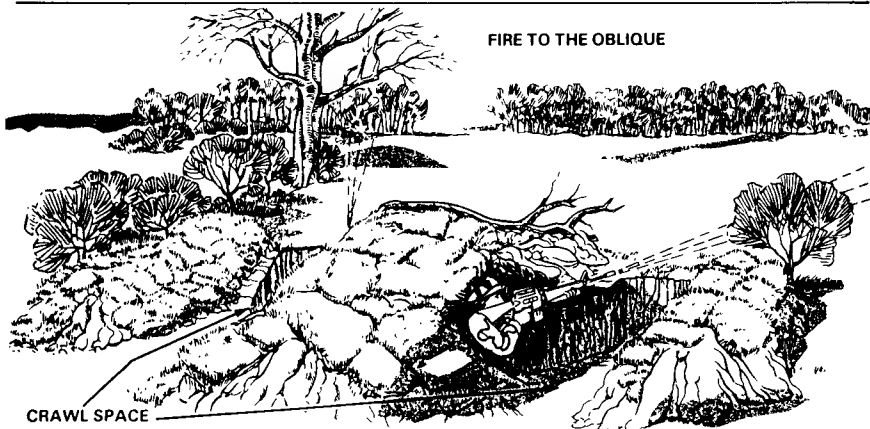
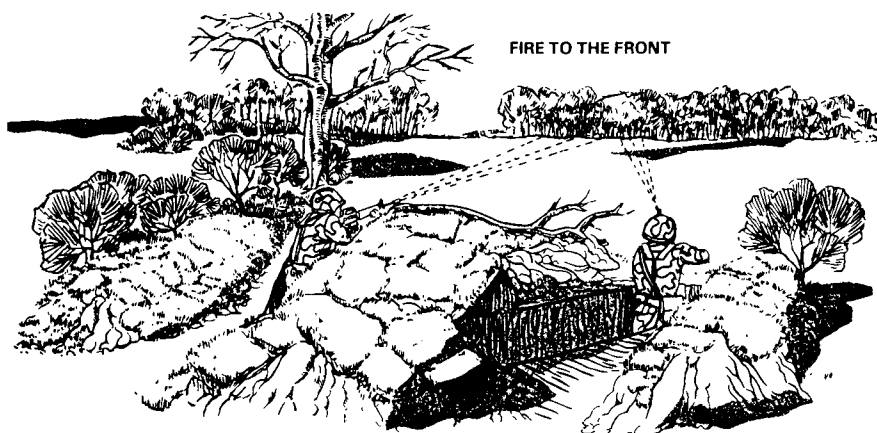
The secret in doing all of this is to remove only enough materials to contribute to a better field of fire. Don't remove too much, or you risk giving away the gunner's position.

Your fields of fire should overlap to interlock different posts. This creates a better defense. It can also give you greater depth of defense if some thought is given to that while making your initial layout. This again will allow a fighter to assume another's field of fire if there are unexpected retreats or casualties on your side.

If you have marksmen who can act as snipers, you can add a lot of depth to your defense. Snipers should aim for those leading an assault. These can be spotted by how they give orders, their better dress and special equipment like binoculars, or by their unique weapons (pistol, carbine, or submachine gun rather than standard issue rifle). First targets are the leader or radioman, then machine gunners or men wielding rocket or grenade launchers, then regular riflemen. Snipers should have several interconnected "posts" so they can continue their defense without undue risk.

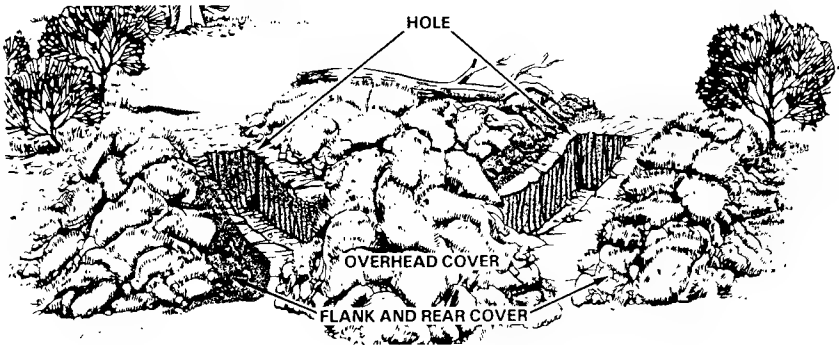
If it's practical, each defense position should have at least two people in it, if the post will be occupied for any length of time. This lets one person rest while the other stands watch. One can carry

messages, dispense extra fire support if it's needed, or undertake another's duties if one defender is wounded. Trenches, tunnels, or "mouse holes" cut between rooms and structures interconnecting your various positions are a good idea, IF you have the manpower to create them. Keep them well camouflaged, and limit their numbers so they can be policed during an attack against you.



In use, the two-man position can allow coverage of a wide area. Several such positions give the defender interlocking fields of fire.

You should also bear in mind the fact that "mouse holes" can be used against you. Most inside rooms of modern buildings have very flimsy walls. Soldiers with explosives can also easily breach many exterior walls. Be prepared for attacks that create doorways where no openings were before.



An idealized two-man outdoor position. Use of mounds of earth covered by sod gives protection from flanking movement. The two positions are connected by a short tunnel. Brush and a log have been left in place to aid in concealing the position.

Though not standard-issue equipment for the military, you may wish to construct periscopes for observing what's going on around a fixed location. This often is more sensible than sticking your head from a post — and is a whole lot safer. Just be careful not to let a periscope reflect sunlight and thus give away your position. (Avoiding reflections is also important with prescription glasses, binoculars, rifle scopes, or smoothly finished gear made of metal, glass, or plastic. Be careful with these, day or night, since night vision equipment can detect reflections in the dark.)

Periscopes can sometimes be “borrowed” from tanks or APCs. They can also be constructed from large plastic pipes with chunks of mirror glued into them. They need not be complex or expensive to work. Keep your surroundings darker than the area you're viewing, so that the periscope is less apt to divulge your location.

Barbed wire entanglements, or other fencing obstacles, must be used with care. Otherwise, they will also disclose your position. Avoid stringing long sections of wire in straight lines, if you're trying to elude air detection. If possible, utilize hedges, housing shadows, or dense brush to conceal the wire you lay.

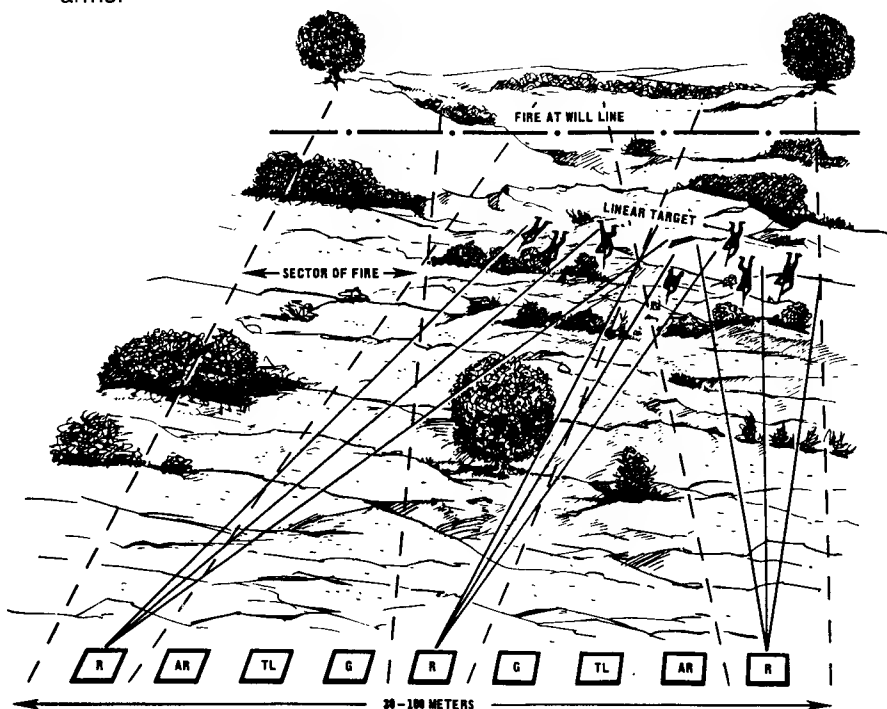
Ribbon wire is more vicious than barbed wire; it's made of flat spring steel and has razor-sharp teeth that grab skin and clothing. And it's hard to cut with the bayonet wire cutter that Soviet troops carry. If you're “stocking up” now, you can purchase this ribbon wire from military surplus sources (including Phoenix Systems, Inc., P. O. Box 3339, Evergreen, CO 80439 which also offers a catalog of other useful supplies including booby trap materials, smoke grenades, flares, and the like).

It's important not to expect too much from fences or entanglements. They are usually effective only if backed by a guard. To slow an adver-

sary, barbed-wire strands should be only 6 inches or less apart. Wire "keepers" between strands make them harder to spread apart. Concertina should be dense, and must be staked to make them hard to lift out of the way. If you form a pyramid of concertina (two rolls on the bottom and a third on top) be sure all are anchored to each other and staked down. Adding trip wires, tin cans with rocks in them, or other warning devices can be helpful.

Don't think of fencing or barriers as the outside limit of your defensive. Rather, think of it as an inner wall with your "turf" extending well beyond it. Try to think of fencing as one zone of defense into which your band's gunfire, other obstacles, and barriers interlock. Try to develop a concept of systems and interlocking protection rather than one of fixed rows or lines of defense.

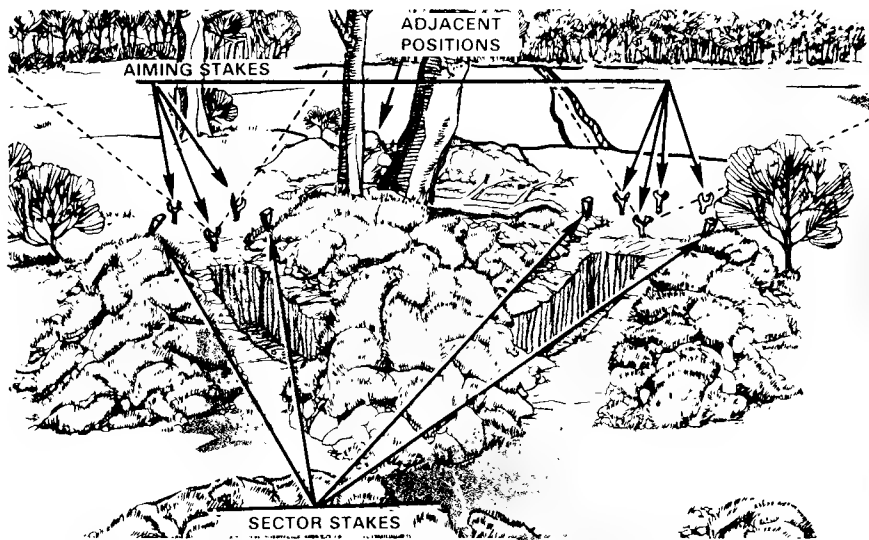
Some consideration should be given as to what weapons an enemy will bring against you. The ability of an army to use mortars, or even to call in artillery, bombs, or other heavy weapons onto your position, dictates that you make camouflage a high priority. Do not initiate your defensive strike until your enemy is almost on top of you. If troops are allowed to move in, they won't be able to call their most powerful weapons, so you'll be on a more-or-less even footing in small arms.



The ability of an army to call in mortars, artillery, or bombs dictates that you make camouflage a high priority and not initiate your defensive attack until your enemy is almost on top of you. Defenders should not shoot until the enemy crosses the "fire at will line."

Once this initial attack has been made, and you've prevailed, you must then be prepared to evacuate, as an attack with bombs or artillery will probably precede your enemy's next assault. Retreat when you're facing too much firepower or superior weapons. Holding ground is only for armies that don't mind casualties. Neo-guerrillas should learn to run to fight another day.

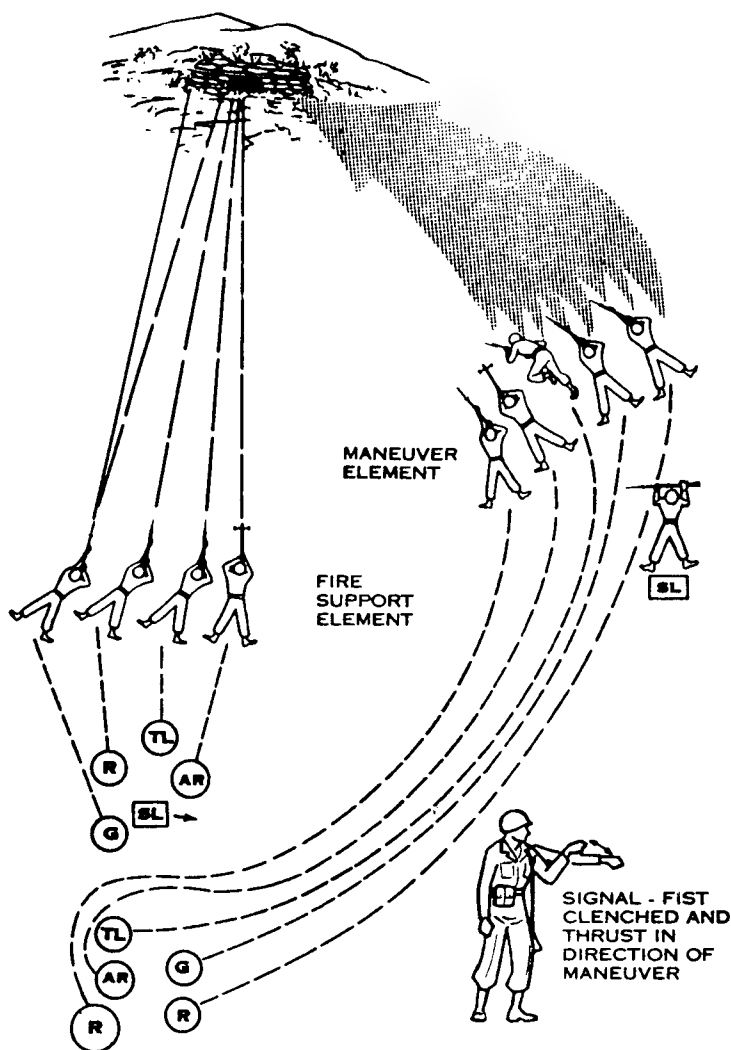
As noted before, night fighting is hard, because you can't see your targets well and your enemy may have night vision equipment. You can compensate for much of this disadvantage by channeling the expected movements of troops, and by placing booby traps that create noise in forward areas. Weapons can be sighted during the day and left on bipods or mounds of earth. These weapons should have stakes, strings, or wires to limit their vertical and horizontal travel. This will guide the shooter, helping him keep within the fields of fire the enemy will be in. By deploying the weapons carefully during the day, you'll be able to fire on your opponent accurately during the night.



Rifles and machine guns can be kept in their fields of fire during the night through the use of sector and aiming stakes. These limit the section covered to prevent wasting ammunition in nighttime combat.

There's also an "exercise" that will improve your ability to aim at night. To do this, look at a distant "target" such as a tree or other object. After looking at the object, close your eyes and bring the firearm to your shoulder. Open your eyes to check the weapon's sights to see how close you were to your target. Continue to practice this exercise until your point of aim automatically comes to the target. A little practice at this will pay in night combat — as well as daytime shooting.

Be sure to wait until darkness has fallen before having members of your band move into night posts. Otherwise an enemy scout may watch and locate your posts so that they can be precisely attacked at night. Don't be deluded into thinking that just because your enemy isn't attacking, he isn't watching. A skilled commander will have observers detail your positions and movements before attacking. Expose as little as you can.



Trained troops will exploit their superior firepower against you. Heavy firepower forces you to duck while the troops engage in charges and flanking movements.

If you have been observed, your enemy will try to "soften" the area with artillery, mortars, or chemical weapons, and then deploy foot troops. If you are unfortunate enough to be attacked with such weapons, be prepared to repel attackers the moment the barrage discontinues or "walks" beyond your position.

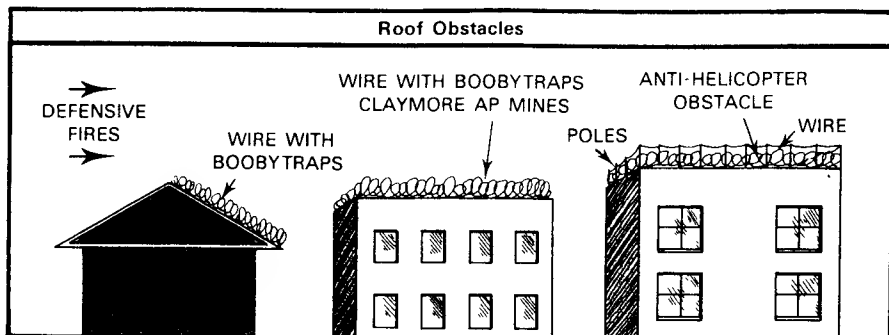
When you're in a fixed location at night, knowing where everything is and remembering where you put something when you lay it down is essential. Not having to fumble around to find something can save your life.

If you suspect that your adversaries may be using night vision equipment, you should consider constructing dummies or "borrowing" some manikin heads, and exposing them from time to time to see if you can attract a sniper. Dummies can also be used as decoys to draw fire away from a nearby sniper or other post. Just be careful not to make them too obvious, or place real people too close to them, in case they draw mortar or artillery rather than rifle fire.

Trained troops will exploit the darkness and may use smoke, firepower, or poison gas to conceal their movements. Superior firepower will be the tactic used against you unless — for some reason—the enemy lacks a generous supply of ammunition. Heavy firepower forces you to duck while the troops engage in charges and flanking movements.

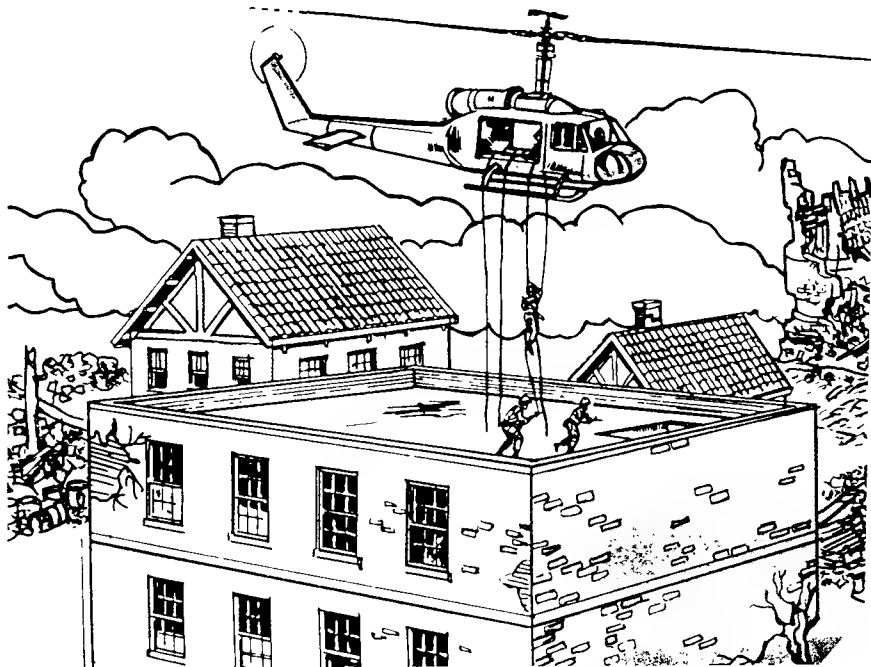
Such an assault can be countered by greater firepower. But it's likely that you'll have neither the weapons, or the manpower, to overcome an attack with firepower alone. Fortunately, this is one of the few occasions in the modern battlefield where aimed fire is more effective than massed firepower. Capitalize on this advantage and don't waste ammunition. And make maximum use of booby traps and wire entanglements as well as any grenades, claymore mines, or other heavy weapons you may have. The key to your survival in defending a fixed position is to plan well.

In house to house fighting, troops may be armed with explosives



Use of roof obstacles will minimize the chances of having enemy troops invade your area by being dropped on building roofs from helicopters.

and may actually blow out walls to travel between buildings to avoid the streets. Soviets also operate with helicopters to drop soldiers on the tops of buildings, or disperse them through a region. Deployment of cables, barbed wire, and booby traps can minimize such attacks. If you have claymore mines, these could be quite effective in countering rooftop landings. While explosives and bullets cause surprisingly few fires, you should have sand, water, or fire extinguishers available to deal with a fire should one occur.



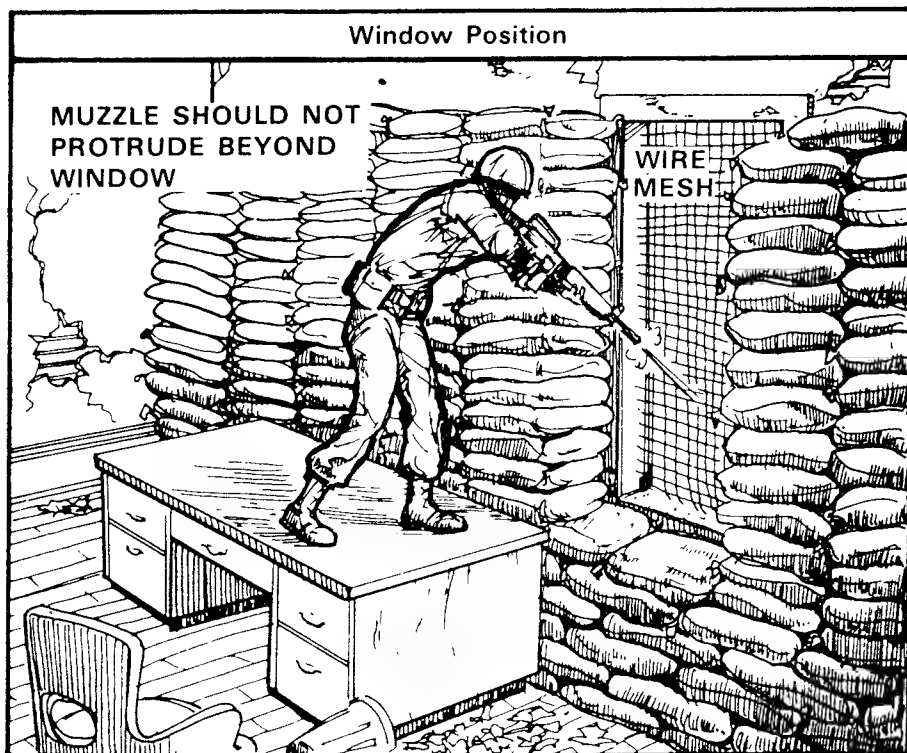
Remember that troops can be lowered onto a building by helicopter. Never take the top of a building's security for granted.

Communist soldiers are also trained to be sewer rats. If there is a regular or storm sewer or other substantial tunnel system under a building or neighborhood, you can bet they'll be using it to travel through. Therefore, you should be sure to inspect for such possible routes of travel beforehand. Seal and booby trap any tunnels that might be used against you.

Be especially careful if you're holing up in a university or large building with its own heating or electrical plant. Many such complexes have mazes of underground service tunnels; modern office buildings also have massive ventilation systems, false ceilings, etc., that might be exploited. Be alert to problems that may be waiting for you out of sight.

Soviet troops generally try to divide their enemy's defenses into small pockets, and then crush them one at a time. That means you'll

need to have escape routes that they can't easily find, and you should also have some stocks of food and water stored away to get you through a siege, if you're unfortunate enough to be trapped. Try to maintain interconnections between your freedom fighters so that you can support one another, rather than being divided into pockets.



Loopholes are generally superior to windows for a firing position. Use of sandbags or rubble and wire mesh screen can greatly improve a window position if it must be used. Note use of furniture to obtain a better angle of fire at an enemy on ground level.

The communist system has one great weakness in combat. It often teaches troops to follow orders blindly. It's therefore an excellent tactic to do the unexpected as well as to try to knock out communications equipment and kill leaders among your attackers. The lack of initiative taken by communist soldiers in combat makes any leaders on the battlefield important targets. If you hit key personnel and vehicles, you will often cause the troops to lose their ability to alter their raid, or may force them to quit fighting, despite numerically superior forces.

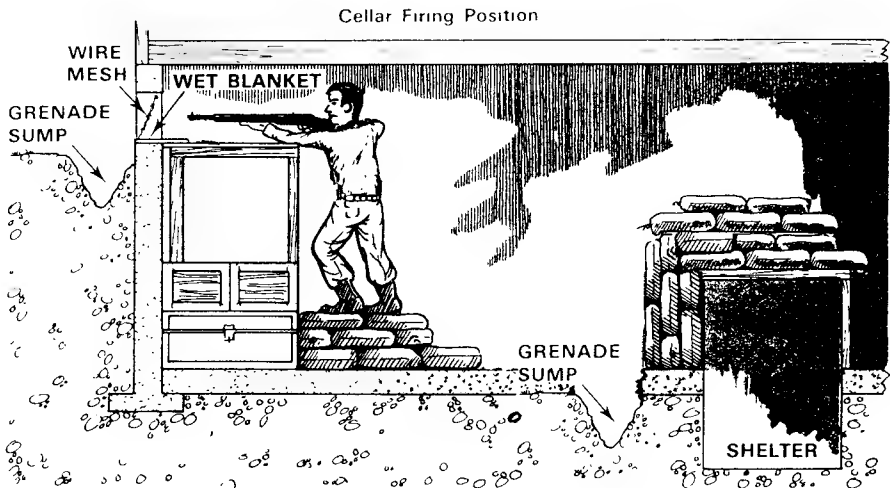
Hand grenades are a weapon you'll have to contend with if you face trained troops. When defending a fixed site, there are two ways to minimize the danger posed by grenades lobbed at you.

One way to keep grenades out of buildings (if this is what you're defending) is to place hail screens over windows or other openings through which a grenade might be thrown or fired. These screens may also succeed in causing RPG rockets to explode prematurely before entering; the rocket would still precipitate a lot of damage, but the screen would give you a slight edge of protection.

Whether you're indoors or outside, you can also minimize the damage done to a fixed position by creating grenade sumps. A grenade sump is a conical pit several feet deep. A grenade can be kicked into a sump and — if everybody in the post keeps their heads down — will absorb the worst of the explosion and grenade fragments. Ideally the floor would slope toward the sump or the sump would be positioned so grenades are likely to fall into it.

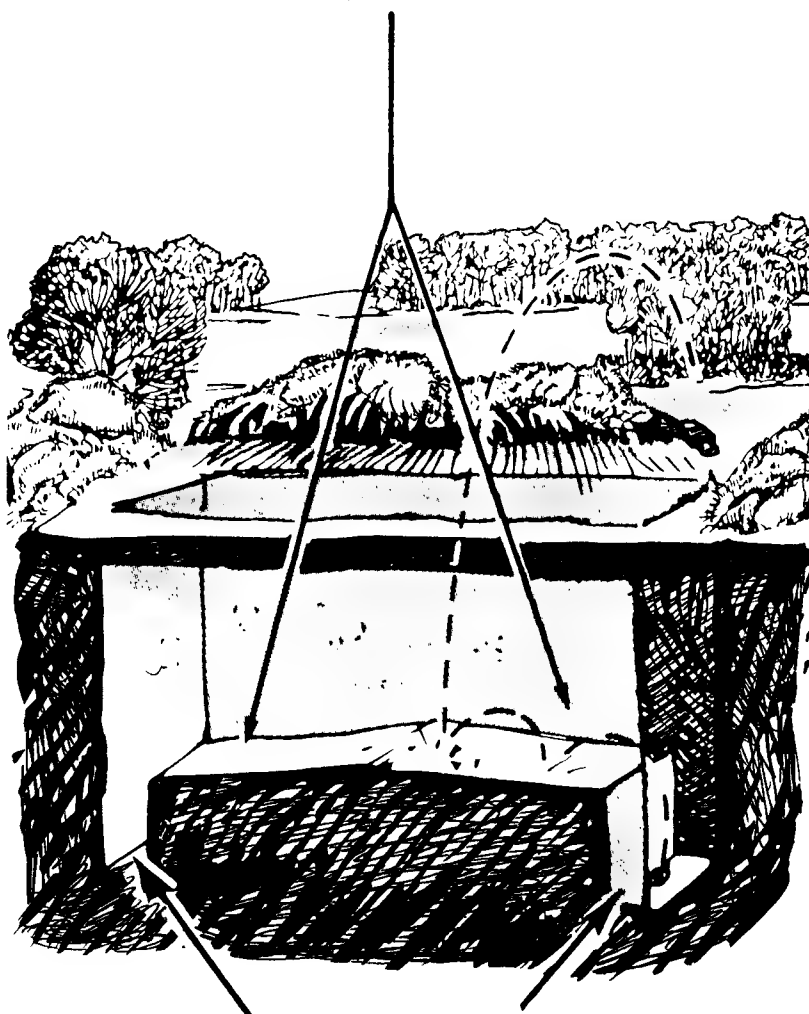
Grenade sumps are easiest to construct with dirt floors, but you can create sumps in concrete (with a lot of elbow grease). You can also cut a hole in a floor so the grenade drops out of range; most floors are dense enough to stop grenade fragments. Grenade fragments generally won't penetrate heavy furniture, walls, or other massive objects. Bullet proof vests and flak jackets are also grenade proof (but they do leave your arms, head, and legs exposed to injury).

If you're outdoors, it's best not to fool with trying to kick a grenade away. Hit the earth. This will protect you, since the fragments from the grenade will tend to go upward. Whether indoors or out, it's wise to yell a warning of "Grenade!" so others in your group can act to protect themselves. (Yelling this warning is also a wise procedure when throwing a grenade.)



The use of a grenade sump in front of the shooters loophole as well as inside his position will minimize the dangers created by enemy grenades. Note the use of wire mesh on the loophole, a wet blanket to keep down dust, and an inner shelter for protection against heavy weapons.

FLOOR SLOPES FROM CENTER TO BOTH ENDS



GRENAD SUMP AT BOTH ENDS

Grenade sumps are easiest to construct in positions with dirt floors. Sumps are placed on each side of the floor which slopes down to the sumps. The earth contains most of a grenade explosion and fragments.

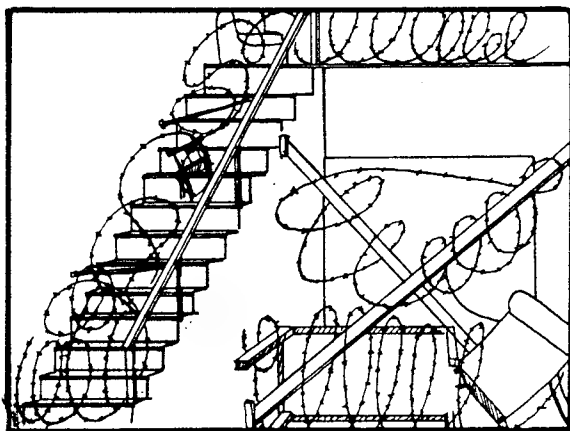
If you're defending a building that could have a grenade dropped into a ventilation pipe, or other opening, you'd be wise to make it hard for climbers to get on the roof; this will also prevent having a satchel charge placed over your head. You should also add a mesh screen inside ventilation pipes so it can catch the grenade before it can drop into your hiding place.

In built-up areas, a dust mask can be helpful in keeping grime out of your nose and mouth; this can be improvised from a scarf or other cloth if you don't have a small dust mask like that used by wood workers. Wear safety goggles to deflect stone chips from your eyes and gloves to protect your hands. These can prolong your ability to fight. A crowbar or wrecking tool can be valuable, in order to rearrange things inside a building, to help manufacture your "bunker;" they also make excellent close quarters weapons.

Ricochets are dangerous. Bullets ricochet off hard earth, pavement, or stone and cement walls. When a bullet hits such a hard, flat object, it tends to travel parallel to it (it doesn't glance at a high angle like a pool ball). The maximum height of a ricochet is usually only 16 inches. With this in mind, it is wise to avoid standing next to a wall or lying prone on a road during a fire fight. You can sometimes manipulate ricochets to your advantage and even direct bullets under vehicles to hit an enemy hidden behind them.

When picking a building to defend, bear in mind that stone and concrete structures will often stop rifle bullets. Frame houses are far from bullet-proof. They can be fired through with an assault rifle loaded with solid-point bullets. Remember that out of sight is not the same as being totally protected from bullets.

Any building you fight from should have most of its entrances on the ground level closed. This will enable you to keep track of only



Stairways and doors that won't be used by defenders can be covered with rubble and barbed wire to deny access to them by enemy soldiers.

those needed for actually entering the building. Just be sure to reserve an escape route, in addition to the main entrance, when you're defending a building. It's sensible to "channel" an enemy's movements indoors as well as outside. Doorways can be blocked shut, stairways blocked with wire or rubble or bricked and mortared over.

Buildings can be chosen which are situated among other tall neighboring structures. This can prevent heavy artillery or plane attacks, because the other buildings will catch most of the shells or bombs before they reach your location. Further protection can be enjoyed by leaving several floors above you to stop bomb damage. Adding barbed wire or booby traps will preclude having troops dropped on the roof.

If planes or observers are causing problems with bombs, missiles, or called-in artillery, smoke can help protect you. A dense cloud of smoke will make it impossible for planes to precisely place bombs. It will also interfere with laser guided missiles and will conceal your movements.

Smoke generation doesn't have to be "hi-tech." If you don't have smoke grenades, or other generators, you can still create dense clouds by soaking a tire or green brush with gasoline and igniting it at the opportune time. This technique saved Castro's men from Batista's air force attacks; the Vietcong used such "crude" tactics to defeat our expensive "smart" bombs. You can use it, too.

If your troubles are in the form of infantrymen, the lowest floor on a multi-floor building can be modified to become a trap for them. Bullet-proof rubble can be placed on the second story's floor and loop holes can be placed in the floor. This permits your freedom fighter to fire down onto the inside entrance of the building. This can also cover the retreat of your band from the downstairs after initially defending it. Those upstairs can cover the retreat by firing on your foes through floor loopholes and dropping grenades (if they're available).

If you have to fire from some distance above the street (or fire from the street upward at a target — or are in a hilly area), you need to aim a bit lower than the actual distance to the target. The reason for this is that bullet drop is caused by gravity, not the distance a bullet travels. Therefore, the bullet drop occurs at an angle to the bullet's path, if you're firing slightly up or down. The drop will be the same as it would if the target were on your level, rather than above or below you.

It's an advantage in urban combat if you can shoot your rifle with a left- or right-hand hold. This makes firing around corners without exposing your body much easier. Despite its greater length, standard rifles are handier in urban fighting than are most bullpups. This is

because most bullpups eject cartridges out the side of the receiver/stock where your face rests — if you are foolish enough to fire one with a left-hand hold. While a few can be modified for a left-hand hold, it takes time and it is impossible to “switch back” to the other style without field-stripping the gun.

This fluke in the bullpup design makes firing around a “left-hand” corner awkward and dangerous. One solution is to hold the rifle in the left hand with the gun extended from the shooter. It can then be turned on its side or held away from the building, so the brass ejects freely. This is only a make-do solution, however, since it is hard to aim when doing this. Until “caseless” ammunition or underside ejection bullpups become available, this configuration of the rifle is not ideal for urban combat.

Protection from bullets or even small artillery shells can be created inside a building. In effect, you should try to build a fortress within your building if time permits. Do this by using sand bags, rubble, and bricks to create new, low walls within the building you’re defending. These will contribute more depth of defense *INSIDE* the building and also allow elements of your group to drop back into the building and then catch the enemy in the “open” when they come crashing through the entrance.

You’ll need a lot of material to stop bullets when you build your fortress within a fortress. Here’s what you’ll need to stop various bullets (the new USSR AK-74 bullet is roughly equivalent to that of the 55-grain .223):

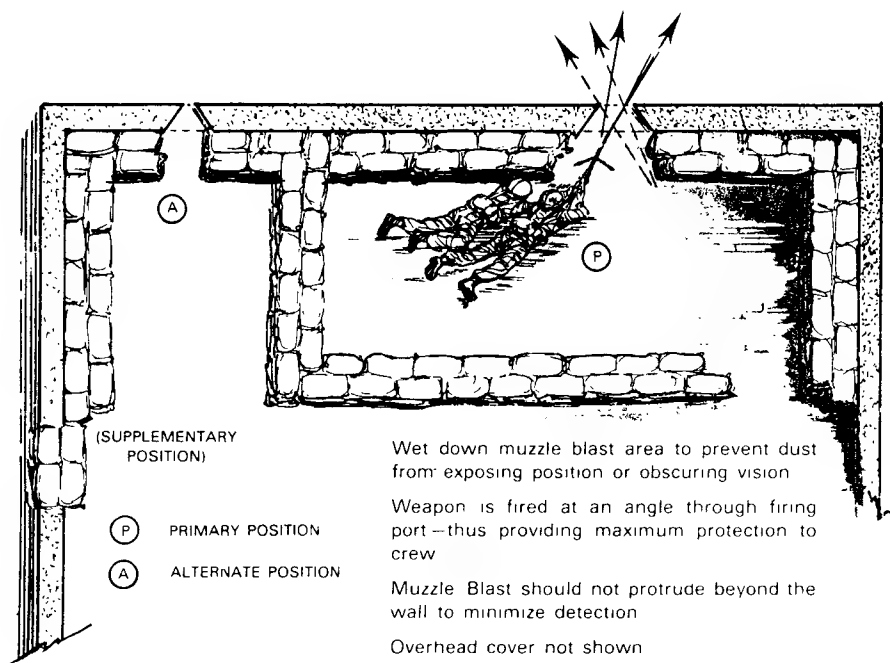
BULLET PENETRATION

	Sand	Concrete	Steel Plate
.223 Remington (55 grain)	5 in.	2 in.	—
5.56mm NATO (62 grain, fast twist)	12 in.	6 in.	—
.308 Winchester	10 in.	5 in.	—
.50-caliber machine gun	16 in.	10 in.	2 in.

Of course explosives, artillery, and many rockets will have even greater penetration. Your best tactic is to evacuate if the enemy can bring such weapons to bear on you for any length of time. If it’s available (or if you’re outdoors), compacted earth will give about 1/3 to 1/2 the protection of sand. It should be noted that if the sand or earth is wet, the bullets will have greater penetration, since the water acts as a lubricant.

When defending a built-up area, loopholes are a necessary modification that must be created to the structure of a building. Loopholes are cone-shaped holes (point of the cone pointing outward) cut into a wall. These holes allow you to fire through a wall while

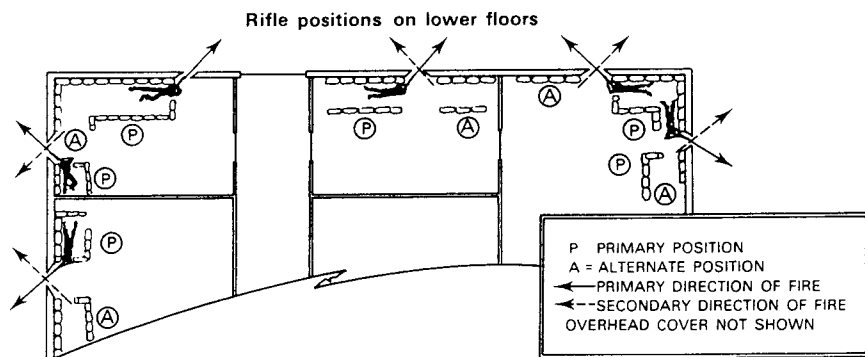
limiting the amount of fire that can be productively used against you. Though bullets shot at you can come into the loophole, it's harder for an antagonist to locate a loophole to fire at it. Once he's found it, it's harder to hit the small targets the loopholes present. Loopholes are MUCH better than windows to fire from, since the loophole can be placed where an enemy doesn't expect you to be firing from.



A two man machine gun crew using a loophole to defend a building. Rubble or sandbags can be used to add protective walls within the building creating a fortress within a fortress. Should attackers make it into the building, the two defenders will still be protected from small arms.

The muzzle of a weapon should not extend beyond a loophole. Instead, the user should fire from inside the hole and — ideally — a mesh wire cover should be placed over loopholes to prevent an enemy from lobbing a grenade through them (it's safe to fire through the mesh). Placing a grenade sump outside in front of ground-floor loopholes will minimize the danger of any grenade that bounces off the mesh. If you're at the second floor or higher, having several loopholes for each shooter in your group is wise. This will allow the temporary abandonment of any loophole getting heavy return fire.

Shooters on the ground floor are better limited to just one loophole, so an advancing trooper can't misappropriate an "open" loophole unexpectedly. Ground-level loopholes should never be left unattended; cover them or stay out of the way when you're not using one, so that an enemy can't shoot into one and score a hit.



This group has used loopholes running around the bottom floor of a building to enable them to defend it. They have used rubble or sandbags to build protective walls within their fortress as well. Should attackers make it into the building, they will face defenders still protected from small arms.

To reduce dust in the air, wet the loophole and the area surrounding it. The proverbial wet blanket is suitable for this. Close bullet strikes to loopholes in concrete or stone will cause rock splinters to be thrown into your shelter. Therefore, it's helpful to wear protective goggles or other safety glasses when using such a loophole.

Of course there may be times when you are trapped in an urban area **WITHOUT** time to tear up a structure or carefully build your defenses with fields of fire, loopholes, and booby traps. Then what?

Fortunately, there are actions you can undertake to improve your chances of survival. If you're trapped by a squad of troops who are searching for you, you should again try to select a building that will offer you some protection by being heavily constructed. The more enormous the building, the better. Soldiers hate searching buildings; the work is tedious and nerve wracking. Searches of a large building in a city would be nearly impossible for several platoons. If wide-scale fighting has occurred in a city, so that people have evacuated large sections, multi-storied structures would be perfect hiding places. If you find a large enough building, your foes may simply post a guard at the entrances and hope to get you when you leave. Furthermore, false ceilings and other hiding places innate to such buildings will make their search fruitless — with luck on your part.

Let's assume for a moment that you're holed up in a small building and don't have the forces necessary to "take them on." In such a case, you'll want to avoid a conflict or at least minimize the number of troops you have to face. To do this, you should locate a room in the building which is not near the entrance of the structure. Close — and if possible lock — the doors to the rooms around your hiding place. Lock or block the door of the chamber you choose to hide in. Inside it, try to construct a screen of furniture, or whatever is available,

in one corner of the room. This screen will prevent you from being quickly seen by those entering the room and will also deliver some protection against grenade fragments.

If the troops start searching the building room by room, you'll probably hear them coming. They'll make a racket, even if they know what they're doing. The general procedure for such searches is for two or more people to search each chamber which might have someone (you) hiding in it. A soldier stands at either side of the doorway and one of them, or a third soldier, kicks or shoots the door open. If the troops have grenades, they may throw one in and then go into the room with guns ready, following the explosion. If you're lucky, they'll have exhausted their supply of grenades by the time they get to your hiding spot.

If you can anticipate their entrance to your room (which isn't always easy), you might be able to fire through the wall on each side of the door and then through the door of your hideout. Since the attackers normally stand to each side of the door while a third may be ready to kick the door open, this might allow you to cut the soldiers down. The catch is, you have to be sure not to fire prematurely or you'll give away your location.

If you fail to succeed in killing your attackers before they enter, you must expect one or more grenades to come rolling into the room. You need to duck for protection — but immediately come up shooting following the blast. The troops will be coming in as soon as they can afterwards. You'll have to shoot quickly, and you won't have time to try to collect your senses following the blast.

It should also be noted that communist countries have a tendency to use chemical weapons at the drop of a hat. Not just tear gas, either. Early in 1989, Soviet troops even apparently discharged nerve gas for "crowd control" (and rather final control at that) in the USSR. Russian chemical weapons technology has also been at work in actual battles in Afghanistan, during the Vietnam/Cambodia conflict, and in the Iran/Iraq War. If you are fighting a Soviet-backed government, you should expect the same type of treatment.

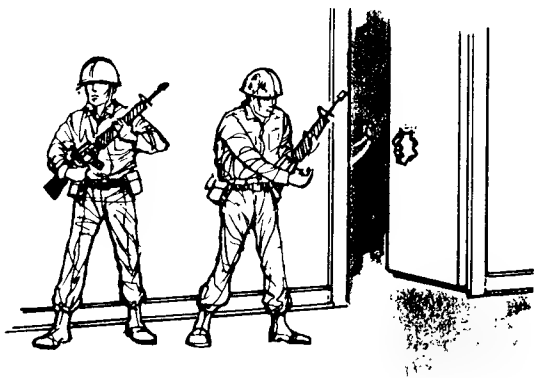
Fortunately, chemical weapons (or the toxin weapons derived from living things) have several shortcomings. Foremost of these is that they require relatively dense concentrations to be effective; this limits the space they can cover. Simply evacuating while staying upwind from them can keep you safe from many chemical weapons. It is only when troops are unaware of an attack, unable to escape the main concentration of the chemical, or forced to hold a position during an attack, that casualties from a chemical weapon really becomes significant.

Second, the chemicals are heavier than air and can be windblown. This makes avoiding low-lying areas or staying upwind a fairly safe

1 Shoot Door Open



2 Toss Grenade



3 Enter Firing and Search Room.



Drawings of the standard operating procedure for "searching" a building. First the door's lock is defeated, next a grenade is tossed into the room, finally the troops enter shooting. The longer you can avoid this attack, the less ammunition and grenades the searchers will have.

defense from their effects mandatory. For this reason, you should never "camp" in a valley, river valley, or basement if a chemical agents may be used against you.

The majority of chemical weapons will be delivered by aircraft or from artillery shells (though chemical grenades and mines are manufactured). Watch for oddly quiet artillery shells, or bomb bursts, or for any type of aerosol spray that might signal a chemical attack. Staying out of open areas — always a wise precaution — will help you avoid having chemical weapons used against you when you have little chance of retreating from them.

If chemical weapons may be used, chances are good that troops will be at least carrying gas masks. "Borrowing" these, along with weapons, would be wise. For the neo-guerrilla stockpiling now, protective masks designed to shield your face and lungs from such weapons are readily available. One perfect mask is the Israeli "Simplex 4" mask currently available in the US surplus market. Nitro-Pak (11018 E. Rosecrans Ave., Suite #300, Norwalk, CA 90650) currently sells these for only \$10 each complete with a new filter. The company also carries the newer Israeli masks (with larger eyepieces for better vision) as well as a "kit" that includes a military chemical suit, boots, gloves, hood, and mask for \$160. These are ideal for maximum protection from chemical or biological weapons.

Storing a mask, or suit kit, in a dry, cool location would allow it to last for at least several decades, waiting to offer protection if needed. (For a complete look at first aid and decontamination procedures, and other survival tactics to use when facing chemical or biological weapons, the reader is directed to my book, *SURVIVING MAJOR CHEMICAL ACCIDENTS AND CHEMICAL/BIOLOGICAL WARFARE*, available from Loompanics, P. O. Box 1197, Port Townsend, WA 98368 for \$10.)

Whether you're outdoors with a large group of guerrillas, holing up in a building, fleeing just ahead of a band of enemy troops, or protecting a fixed site from the attack, it's more a matter of knowing what to do than what equipment you have. Remember that the advantages are the defender's and that some thought and work can greatly improve a position.

Think and plan . . . and be prepared to retreat if you have to.

Getting There Safely

Whether you're in a city or in the open spaces, traveling any distance can be very hazardous. If you have to travel a great distance through a region, and are "on the lam," then you'll need to bypass roads or well-traveled paths. This will help keep you from getting ambushed, as well as avoiding land mines or booby traps that may be placed on high-traffic paths. When in a group, travel quietly and do not get huddled into bunches. Don't talk, don't carry transistor radios (unless they're needed for communication), don't litter. If you eat, be sure to erase all evidence of your passage. Bury trash and excrement. Nothing should alert anyone that you've passed through an area. If you get careless, you're apt to get caught.

For traveling off paved routes, good maps and an accurate compass are essential in many areas (unless you've been a native in the district and know it well). Detailed geological maps for most areas in the US are currently available from the US Geological Survey as well as in many camping and sporting goods stores. It's smart to buy one of these for the region you're in. Once you've purchased it, coat it with water-proof plastic (also available at most camping stores) so it will last if you have to carry it around. (For maps of areas east of the Mississippi River, you can order maps from the Branch of Distribution, US Geological Survey, 1200 Eads St., Federal Center, Arlington, VA 22202. West of the Mississippi, order from Branch of Distribution, US Geological Survey, Box 25286, Federal Center, Denver, CO 80225.)

If you're traveling off-road on foot, don't use the same path for your return trip. That can put you into an ambush. Never camp in the same spot for very long either. Such habits are too hazardous for you to survive for long. If you run into an ambush or other problem despite careful planning, have a meeting point which is known to your group. This can be used for meeting later if you are separated in combat or have to split up. Remember that if any of your group is taken prisoner, he may be tortured or drugged to obtain the meeting place's location. Be prepared for a second ambush and don't stay in the locale too long if everyone doesn't show.

This system of having a meeting point can also be used if you've engaged in ambushing of your own.

An ambush may be the best way of dealing with a platoon of the enemy provided that your group is well armed. To construct a successful ambush, you should fight from good cover and your adversaries ought to be relatively exposed. Make certain that a second pla-

toon, or other forces, aren't close by before you attack. When you start firing, aim for the radioman first, so the group can't call for help. Once he's down, then the group's commander, machine gunners, and grenadiers are targets in that order of importance. Be sure that your members don't fire too soon and head off any flanking movements. Wait until the entire enemy force has walked into your trap and then lay down the lead until they're all dead.

If you travel near military camps, or if your foe is searching for you, remember that small radar units can be used to detect your weapons and other metal gear. This equipment tends to be line-of-sight (if you can't see it, it can't see you) so it doesn't have much range. Hold your weapons as low as possible and avoid tall ridges where the radar can be reflected from gear back to the enemy's equipment.

Other detection gear to be careful of is listening/noise detectors, "sniffers" and motion detectors. They do what their names suggest. The noise detectors consist of sensitive microphones that monitor for footsteps. Sniffers collect organic molecules given off by the human body to "smell" you. Motion detectors use ultrasonic sound or microwaves to detect your movements. Each is hard to defeat. But they are expensive and will not normally be deployed anywhere other than trails the enemy suspects are used by guerrillas or around sensitive areas like airfields or command centers. Use judgment and you'll not get snagged by these.

Of course, neo-guerrillas won't always be traveling through the boonies. But much the same rules apply if you are on the lam. Don't duplicate routes, and avoid stretches the enemy will be watching closely.

If you've managed to keep a low profile before an invasion or other type of takeover, you may be able to travel as freely as any other "citizen." But you'll still have problems when you're primed to initiate your neo-guerrilla attacks against the government.

Under such conditions, you'll travel through various types of check points or roadblocks. Quite often you'll be able to pass through these points without being searched or having a vehicle inspected. Other times, you won't. To minimize such searches, the time to go through a check point is when the guards have been on duty for almost their entire shift. At this point, they'll be less alert and less apt to look for violations since they'd be forced to stay on the job with a prisoner or to do extra paper work.

Electronic gadgets of various types will be employed by a Big Brother government. Metal detectors, chemical sniffers, or even devices to detect electronic components might be present. However, because of the expense of such equipment, it's probable that it would be reserved for only the most important areas. Learning new paths to various locations or using a little ingenuity will give you ways to circum-

vent many such check points. As with standard check points, there will be intervals when the human operators will turn down the sensitivity of equipment to avoid false alarms that force them to do extra work, or during spans when heavy traffic is passing through. These are the times for you to move through as well if you can't find a way to bypass the gear.

Metal detectors and chemical sniffers are not consistently sensitive. Detectives testing airport security metal detectors have found that strapping a small pistol to the ankle allowed it to pass through many gates; the same gun stuck in a belt sounded the alarm. Chemical sniffers and other devices would undoubtedly have similar design flaws that might be exploited.

Detection equipment might also be subject to sabotage on your part. Sniping at several gates (including some you'll NOT be using) would do expensive damage that might discourage the expanded use of the equipment. Equipment such as remote TV cameras and the like might also be ideal for such work. Air guns and nearly silent shots with .22 CB caps used in .22 rifles would both be extremely effective for such work and the damage would go unnoticed for long enough to allow your escape with little chance of capture.

When traveling through heavily patrolled precincts, or check points, you need to refrain from doing anything which will attract undue attention to you. Avoid flashy clothes, expensive-looking jewelry, showy cars, or anything else which draws notice. Don't look distinctive. Not only does this help to "camouflage" you from your enemy, it will also make it hard for a "friend of the state" informer to identify you later.

Modern photocopy machines can be used to duplicate many types of papers and documents. These could be very useful to a guerrilla movement in several ways, including making false ID or security passes. If you can secure a machine which is capable of "blowing up" what it photographs, it's possible to enlarge a document, alter it, then reduce it back to size. This permits you to do finer work and alterations that are less apt to be detected.

If you're not working alone, or are concerned about retribution against your family or friends if you are caught, it's a good idea to travel with no real ID, letters, or other documents that could identify you to captors. Be sure not to wear any distinguishing jewelry, either.

Ideally, you'd use a disguise if you employ false ID. A good disguise would give you one more layer of protection. However, a disguise must be flawless, or it may get you into more difficulties than you can extract yourself from. A secret policeman looking at an ID of someone who obviously has a fake mustache is REALLY going to give it a close inspection. A person without makeup, window pane glasses, and a strange-sounding (faked) accent is more apt not to get a second look. You're not playing games, so be realistic about disguises.

It's better to be without one than to have a poor one.

If you have a faultless disguise, you also have to be able to move in and out of your home without being seen. Having the neighbors remember that the "criminal" appearing on the TV's "MOST WANTED" show in photos taken by government surveillance cameras was visiting YOUR house the night of the "crime" won't be much help. Again, no disguise is better than one that attracts attention.

If you drive a vehicle on a "mission," keep it in peak operating shape. That will make it possible to outrun a predicament and can keep you from having mechanical trouble. Having a "helpful" patrol car call in your license plate number might make things dangerous for you later.

Power steering, locks controlled from the driver's seat, power windows, and high-intensity headlights will add extra safety to your vehicle in order to prevent accidents. Having the largest vehicle that is practical to drive aids in smashing through roadblocks, should you have to. Four-wheel or front-wheel drive might also be lifesavers on occasion. All would give you an edge if someone tried to stop you. Carry good tools, tire jack, flashlight, first-aid kit, etc., so you can deal with emergency breakdowns on your own as much as possible.

Drive like a paranoid, so that you don't have an accident. Currently, one of ten drivers on the highway is drunk; when communist or right-wing dictators come into power, the drinking rate soars. That's reason enough to drive cautiously. Avoiding a wreck can keep you out of a government's computer banks, and will also keep you from being connected to an area while your guerrilla activities take place. Don't speed and don't pause to help with an accident.

If you're returning from a mission and think that someone in another car is following you, don't drive home or head for your base of operations. If the car is driven by secret police, they'll simply follow you home. On the other hand, don't do anything suspicious in case they haven't decided whether or not you're "acting criminal." A side trip to a grocery store, or other errand which can be explained, is a wise compromise to have ready in case someone is following you after a mission.

Always be alert when you're walking or driving. This can help you elude many problems, and may give you the warning not to continue an operation because things aren't right. Being alert can keep you from being caught or walking into a trap. If you anticipate a trap it's easier to avoid or escape it.

When you're driving or walking, be aware of who is around you. Those skilled at tailing people will work in teams, and you'll not generally even be aware of their presence. But Big Brother governments have a tendency not to hire those who are highly skilled. Heavy-handed secret police may telegraph their intents when following you.

Being aware of any ape that's been following you since you left home is important.

Always have an "alternate plan" to follow if you suspect you're being tailed, or if the operation is aborted. Ideally, this would be the same cover you'd use if you were being tailed following a mission. But this may not always be possible. Whatever your plan, include a valid reason for traveling the streets. If you have a good reason, and have the reason ready to explain if you are suddenly confronted by secret police or military troops, you're less apt to be hauled in. If you hem and ha when detained, you'll look as guilty as you are. Once you're the engine running and the car in gear just in case. This will allow you to speed away quickly or even use the car as a weapon. If you have to leave a roadblock, accelerate to full speed. Don't hesitate. Go forward, backwards, or whatever to get away from the armed roadblock guards. Most cars will give fair protection from most pistol bullets and may even slow down and divert rifle bullets so you won't be injured, unless really heavy fire strikes your vehicle. Once you've decided to leave, don't let anything stop you.

If you're driving and have to stop in a hurry (because of a police roadblock, for example), the quickest way — if the paving isn't wet or icy — is to slam on your brakes. Hold them down until you come to rest. The car may skid; to get out of this, momentarily release the brakes. Otherwise keep the brake pedal floored.

If you halt at a roadblock (because you have nothing to hide), keep the engine running and the car in gear just in case. This will allow you to speed quickly or even use the car as a weapon. If you have to leave a roadblock, accelerate to full speed. Don't hesitate. Go forward, backwards, or whatever to get away from the armed roadblock guards. Most cars will give fair protection from most pistol bullets and may even slow down and divert rifle bullets so you won't be injured, unless really heavy fire strikes your vehicle. Once you've decided to leave, don't let anything stop you.

To turn your vehicle in a hurry to leave a roadblock, don't use a "Y" turn like they teach you in school. Rather, use a bootlegger's turn. Back quickly and cramp the wheel suddenly to the side; this will get you through half a turn even on a narrow street. Next, whip the wheel and put the car in forward, flooring the accelerator to head in the direction you were coming from. This can be done quicker and with greater velocity compared to the standard "Y" turn.

Be on the look out for electronically-controlled barriers that can be lifted from the pavement to block your escape. Also watch for spring loaded traps that let cars to travel one direction without problem, but will puncture tires if you back up or go the wrong way over them. If you're facing these, your only choice is to speed on. Backing will slash your tires or leave you in a crumpled wreck.

If you can't backtrack, or know you're in deep trouble, you don't have to halt for a roadblock. In such a case, you can play demolition derby. The secret to getting through a roadblock is to maintain your speed and to aim your car for the lightest part of the roadblock.

Once you've hit maximum speed, don't slow until you are well past the roadblock. This is important if you're to avoid getting shot. It's also important if the roadblock is created with vehicles or other heavy objects. If you don't keep the accelerator down as you crash through the barricade, your car may not have enough momentum to smash through.

If the roadblock is created with a car angled across the street, aim for the lighter end of the vehicle. With cars and most trucks that's the end without the engine. If you slam into this area, the vehicle will actually rotate around its heavier end. Your car will go through in a revolving-door fashion. If the roadblock is made with two cars, there's no rule that says you have to hit them both. Aim for the smaller car and the lighter end.

If the cars are touching, this revolving-door tactic may not work. If the two engine ends of the vehicles are together, the car you hit may not rotate far enough to let you through. So you need to use a bit different tactic to get through such a roadblock. And you'll also need to be driving a fairly heavy vehicle for assured success.

The trick is to aim for the center between the two cars. A fast strike here will rotate them both out of the way. To do this you must be prepared for extensive damage to your vehicle.

Before you go to the inconvenience of wrecking the vehicles, be sure there isn't another opening. Often you can simply drive around a roadblock. This is often easier than crashing into vehicles, and may also cause some of the guards to jump out of the way or risk injury. This will keep them from firing as you pass. You can drive on a sidewalk, in a ditch, or over a soldier if you're in danger. Don't play by the rules.

If you've run a roadblock or been detected following an operation, it's possible that a military or secret police car will try to force you from the highway. You can often overcome these attempts by again using the lightest section of the other vehicle as your "target", much as you would do to overcome a roadblock.

To do this, fall back and let the person trying to force you from the road pull alongside your car. When the vehicle pulls toward yours, get the front wheels of your car (if the engine is in the front) lined up with their rear wheels (if their engine is in front.) This will require fancy driving and braking on your part but can usually be done.

When things are properly aligned, slam your vehicle toward your foe's car as he does the same to you. As the two vehicles collide, accelerate. This will cause the enemy vehicle to spin out of control.

Depending on what the driver does next, he'll either leave the pavement to your left, or he will spin into the ditch on your right. Continue to accelerate, so you'll be clear of the enemy vehicle. Don't hesitate when doing any of this; play for keeps.

Unfortunately, more than one vehicle may be involved in trying to force you from the road. But the tactics to avoid this are basically the same. If one vehicle is in front of you, ignore it and concentrate on the one beside you. Same tactics as before, slam into it and make it spin. If you aren't able to do this, and several vehicles are trying to box you in, they'll probably try to slow down and force you to stop.

Don't come to a complete stop or you've had it. Instead, slam into the vehicle in front of you before it comes to rest, and bulldoze it out of the way. If it goes to one side, you may be able to spin it around as with the roadblock techniques outlined above. In any event, your main concern should be getting ahead of the group of vehicles.

If the cars slow down, and several troops or secret police exit the vehicle to detain you, don't stop for them. Try to run over them (you probably won't succeed — but it's worth a try). You'll have to be aggressive and drive like a mad man to evade such a trap.

Even if you've apparently avoided trouble and traps, always be especially alert before getting out of your car. As you're getting your vehicle parked and exiting, you're extraordinarily vulnerable to an attack or arrest. You may wish to have a pistol ready for protecting yourself at this point, if you are fortunate enough to have one.

Of course, the same tactics used to protect yourself from being forced from the highway can be modified to force an enemy official's car into a ditch. Knowing how to hit the light section of a car to make it careen out of control is the secret. This technique might enable you to capture important officials, IF that's necessary for your neo-guerrilla activities. You might also be able to rescue "enemies of the people" from the clutches of the secret police as well.

If your concern is simply to stop vehicles, the old trick of tying a strong cable between two points on either side of a road can work with cars moving at moderate speeds. The cable can be placed low and angled to slide the vehicle off the highway. Or it can be placed high at right angles to the road to rip the top of the passenger compartment off, possibly decapitating the occupants in the process. This technique is particularly effective with motorcycles if your foe is using them for messengers; even heavy wire will create extensive injuries.

The principle concern with using cables or wire is that you don't snag the wrong vehicle. You'll have to be quick in setting the trap and have lookouts to be sure you're catching the right person.

Chapter Eleven:

Prevention

Whether you're in a city fighting as an "undercover neo-guerrilla," or in an unsettled area battling in the traditional guerrilla mode, you can learn to survive and inflict a dictator's army with heavy losses. If enough US citizens were prepared to do this, and if the moral rot which seems to be so widespread in government is checked, the downfall of our fine country as we now know it will never occur.

With this in mind, you ought to take several courses of action. One is to work to protect the rights which have been granted to every US citizen by the Constitution. These are, as the writers of the Constitution penned, unalienable. They are not gifts that have been granted to you. They are your RIGHTS. But it's up to you to protect these rights.

And these rights are under fire.

Under the pretense of "protecting the public," or in continuing a "war on crime," our Constitutional rights are being chipped away. Accompanying this is a loss of faith in government (rightly so in many cases). Unfortunately, many of the disenchanted are DROPPING OUT of the political system rather than trying to fight what's going on.

This is a mistake.

It allows those who have money (in liberal action groups as well as criminals) to gain even more influence over any politition. Any official who is willing to sell votes, or make promises to receive money for his next campaign, becomes a dupe of the criminal or action group undermining our rights.

Instead of dropping out of the system, you should be voting and campaigning. It's time to "throw the bums out" where necessary, and to keep those decent polititions who are fighting for our survival in office. It may even be the right moment to dust off a third political party to give the old — and the lazy — coalitions some real competition.

The best way to let an elected official know your feelings is to write or call him. It's past time for each of those interested in keeping our rights to start turning up the heat by writing letters and making phone calls. Congress, the President, state and local officials should hear about our distaste for legislation that will limit our freedoms. And don't call once and think you've done your job. Write and phone again, and again, and again, until your rights are secure!

It's also time each of us started writing letters to the press. We continue to hear that the various Ammendments to the Constitution (especially the Second Amendment) are outdated. Those saying this

are either totally unfamiliar with writings of our Founding Fathers, or are liars. We need to pull quotes from THE FEDERALIST PAPERS and the letters written by Jefferson, Washington, and others to set the record straight. It's time to let the public know that the right to own personal firearms — not just for sporting use — but for our own protection, is not outmoded. It's essential to let those who wish to become a fourth, unelected arm of the government know that freedom of speech is every bit as much our right as it is of those who own the presses and TV stations.

We need to mount a monetary attack on the broadcasters' businesses that are supporting the idea of taking away our rights. Write to those who advertise in magazines or on TV and radio news programs, that distort the truth or even lie about our rights to own guns. Write to sponsors of anti-freedom shows (be it sit-coms, movies, or the evening news). If companies know that you're madder than hell and not going to BUY anymore, they'll put on the pressure to get things done.

We're in a very dangerous, pivotal point of history. If we are fortunate, it is possible that we may enter a new epoch of high living standards and peace. But it's possible that the other extreme may occur with freedom and privacy becoming things of the past.

The warning signs are posted. No culture in the history of the world has disarmed its citizens, or intruded into the private lives of its citizens, without losing its freedom. There are those in our country who are trying to do these things to us. If we sit by and let others take control of our lives, and our right to protect ourselves, we will wake soon to find ourselves slaves to criminals, political despots, or those pulling the strings behind our puppet government.

Freedom doesn't just happen. It must be created. Freedom doesn't remain forever without support. It must be earned and preserved.

The final course of action you take is up to you. This book gives you the knowledge needed to start a neo-guerrilla operation. But remember that writing, calling, and hounding your elected representatives to do the right thing will be, after all, much easier than taking to the hills to battle enemy troops — or an American dictator's regime after he's suspended the Constitution.

If you're not already working to remain free, it's time you started. Otherwise, you may soon find yourself having to engage in the strategies outlined in this book.

And that would be a shame.

OTHER BOOKS BY DUNCAN LONG

Non-Fiction:

AK47: The Complete Kalashnikov Family of Assault Rifles
AR-7 Super Systems
AR-15: Legal Pistol
AR-15/M16 Rifle: A Practical Guide
AR-15/M16 Super Systems
Assault Pistols, Rifles and Submachine Guns
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Combat Ammunition of the 21st Century
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Firearms for Survival
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Mini-14: Plinker, Hunter, Assault, and Everything Else Rifle
Modern Ballistic Armor
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Streetsweepers
Sturm Ruger 10/22 Rifle and .44 Magnum Carbine
Survival Barter
Surviving Major Chemical Accidents and
Chemical/Biological Warfare
The Terrifying Three: UZI, Intratec, and MAC Machine
Pistols
You Can Be a Freelance Writer

Novels:

Anti-Grav Unlimited
Desert Wind
Grim Reaper
Neptune Thunder
Night Stalkers
Sea Wolf
Shining Path
Twilight Justice

This book, the author writes, is somewhat of an insurance policy: it's been created to help put tyrants — and would-be tyrants — on notice that a rag-tag band of neo-guerrilla fighters can bring the strongest of armies or police states to their knees. With this in mind, Duncan Long reveals the secrets of how to secure and create weapons and the tactics to use them when fighting almost anything imaginable — from attack helicopters to tanks.

In reading this book, you'll also learn how to thwart enemies equipped with night vision equipment and how to avoid being injured by deadly chemical agents — even if you don't have a gas mask or other protective equipment. Long also gives you the straight, no-holds barred assessment of the shortcomings of guerrilla conflicts, updates guerrilla strategies to fit today's level of technology and interdependence, and takes a look at the historical mistakes of many rebel groups who tried to adopt conventional strategies to their movement — often with the loss of many men and without winning their war.

Long also shows how to deal with ruthless governments that retaliate against innocent citizens for actions that guerrillas take and how to keep from getting caught when making a significant 'blow against the empire' — even if your rebel band consists of only a handful of determined people. Included in the book is a tough assessment of the effectiveness of various types of weapons, how to create fortified hiding places, how to wage a neo-guerrilla campaign both in urban as well as rural areas, and much more.

Whether you're interested in the strategies and tactics of modern guerrilla movements or concerned about a Big Brother takeover, this book belongs on your bookshelf.



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